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NEW SHOTS  
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No.68 MAY

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May 1998



**TOP 64 MAG**

## Roar Power!

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**FREE!**

All the tricks, tactics and secrets in our egg-cellent free Yoshi's Story guide!

**NEW!**

So you thought we couldn't get any better? You won't believe what's about to happen to the Official Nintendo Magazine  
Page 96

**WIN!**

A snaptastic Game Boy Pocket Camera and Printer!  
Page 10



# THE HOME OF N64 GAMING

THE WORLD'S BIGGEST GAMES IN ONE MAG!



The best really has got better!



Get ready to burn some rubber!



Prepare to be dazzled!

### NEWS

4 Tune in to the Nintendo News Network where we bring you all the latest news and exclusives from the world of Nintendo 64.



Banjo-Kazooie: More glimpses of Rare's Mario beating platformer.

### N64-PLAYS

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Flat Out The Flying Dragon: Rock on you've got what it takes? C'mon if you think you're hard enough.



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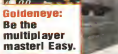
Wetrix: You want the best reviews of all the latest games? Dive in—we've got lakes of 'em.

### TIPS CENTRE

- 46 Guaranteed 100% sneaky! Each and every tip comes with our personal seal of success.



Bomberman: Part two of the complete solution.



Goldeneye: Be the multiplayer master! Easy.



WCW vs. NOW: How to be crowned Lord of the ring.



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- ★ OFFICIAL UK CHARTS: YOUR GUIDE TO WHAT'S HOT IN THE WONDERFUL WORLD OF NINTENDO

## COLOUR GAME BOY

BY:	NINTENDO
GAME TYPE:	Game Boy
RELEASE:	Late 1998
CART SIZE:	N/A

## NINTENDO ANNOUNCES NEW HAND-HELD

Nintendo has announced a new Game Boy which will be able to play full colour games.

The Colour Game Boy, expected in Britain later this year, can display 56 vivid colours from a selection of 32,000 on a sharp, colour reflective screen. The CGB can also be used to play existing GB titles, but gamers will now have the option to display these in a choice of ten distinctive shades. Nintendo says the new console will be similar in size to a regular Game Boy Pocket, but it isn't releasing any pics just yet. More details on CGB technology, new games and retail price are expected over the coming months.

## 64-BIT CROSSOVER

You may take your GB for granted, but it's a vital part of Nintendo's future. You'll soon be able to play GB games such as

Pokemon Stadium in conjunction with your N64, using the 64GB Pak to download GB

data into the 64DD. The 64GB

Cable will also allow

Nintendos to connect their hand-held to their N64, allowing them to play multi-player titles in secret. If you like Tamagotchis, look forward to Cabbage – you can foster a pet on the 64DD, then take him for walks using your GB as a 'basket'. There's even an infrared GB link,

developed by Hudson for the strategy game Nectaris, which does away with the need for cumbersome Link cables. Even better, you can connect your GB to a PC to play Nectaris via e-mail. Amazing.



ABOVE This isn't the Colour Game Boy. No one knows exactly what it'll look like, so this is an 'artist's impression'. Nice.

## LET'S HEAR IT FOR THE BOY!

Since its release in 1989, Nintendo's Game Boy has dominated the hand-held videogames market, killing every sorry competitor. More than 60 million have been sold in less than 10 years, and you can choose from a library of games in excess of 1000 titles. As well as the new CGB, look out for the Game Boy Light – it allows you to play GB titles in the dark!



The light fantastic Game Boy





## JURASSIC LARK 2

After last month's N64 overload, we half expected a quiet month. No way! No sooner had we put the Mission: Impossible cart down, a new game came roaring into the offices. Yep, Turok 2's here and we got to see it first. Check page 22. Read on and you'll get first look at International Superstar Soccer '98, then a gas guzzlin' burst of a new racer, GT Club 64. Finally, to top it all off, the first in-depth look at

Forsaken 64. Oh, don't forget your complete Yoshi's Story tips either. Next month sees us undergo some huge changes that are gonna blow yer socks off. For more info, read the story below, check out our new logo and turn to page 96 for the full lowdown. Next time we speak we'll be much bigger and better. I personally guarantee that you'll not be disappointed.

**Simon, Editor**

# THE BEST GETS BETTER

## RINGING THE CHANGES AT ONM

If you think the Official Nintendo Magazine's good now, wait 'til our new look crashes in next month.

As well as changing our logo, we're gonna increase the number of pages from 100 to... oh, you'll have to wait and see! We'll have loads more room for exclusive news and previews, the first UK reviews and, of course, the best N64 tips in the land. We'll still be giving our ace tips books away every month and there'll be even more giveaways, cosmos and top posters. That's all we're saying...

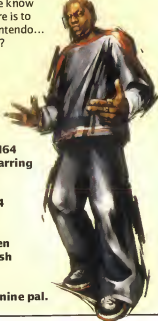
## WE ARE THE BEST!

The Official Nintendo Magazine's the best selling N64 mag in the land... FACT! Forget the grand claims made by some of our feeble competitors. We're the ONLY official Nintendo magazine in the country, and we sell more copies than anyone else. And we're gonna keep on growin' and growin'...

## BRAIN STRAIN

We've done it again! More world firsts than the Olympic Games, with Turok 2, Forsaken and GT Club going under the ONM microscope. We know everything there is to know about Nintendo... how about you? Answers on page 19.

- (1) Who drives the Fire Stingray in F-Zero X?
- (2) The new N64 adventure starring a honey bee.
- (3) Hudson's Japanese N64 Tamagotchi game.
- (4) The shaven headed, British 'boarder in Ten Eighty.
- (5) Yoshi's canine pal.



## FIGHTERS DESTINY WINNERS! LUCKY 100 GET LETTER IN POST

Calling the ONM masses who entered our **Crab Fighters Destiny** giveaway.

The draw has taken place and every winner should have received a letter by now! If you haven't got a letter we're sorry but, you haven't won. The lucky 100 can expect their copy of FD to drop through their letterboxes shortly. If you aren't a winner, we recommend you get a play of this cool beat-'em-up - it scored a whopping 90% in our February issue and got our Essential Play award.



**NINTENDO 64 OFFICIAL ALWAYS FIRST BIGGEST AND THE BEST**



**News and previews** **New N64 game exclusives** **Game guides** **Every N64 game tested** **Pads 'n' paks** **The most N64 tips** **MORE PAGES**



**WIN!**  
We've got **500**  
Banjo Kazooie's up for grabs **FREE**  
To play it first look under here

Every Quake secret revealed, the first ever play of Banjo-Kazooie and a chance to win one of 500 exclusive copies, all next month.



**AWESOME  
ALL-NEW SHOTS**



On the golden beach near a moored ship, Banjo's menaced by colossal crabs who snap at his hairy heels.

**N64  
Update!**

# BANJO-KAZOOIE

BY:	RARE
GAME TYPE:	3D Adventure
RELEASE:	July 1998
CART SIZE:	128 Meg

When Shigeru Miyamoto said that only Rare could make games which look better than his, he wasn't kidding. Take a look at these brilliant new shots.

Following the finest traditions of Nintendo gaming, Rare's gonna give us new heroes a startling selection of worlds to explore. From the gorgeous Egyptian world seen here, to the snow land we unveiled two months ago, every B-K level is more detailed, colourful and fiendish than any other 3D adventure. Yes, it even beats Mario...



This guy looks like a level boss. He's bigger than the other crabs and flashes a cheesy grin at Banjo. Awwwww. cute!



## LIFE'S A BEACH

One B-K level whisks our beastly heroes to a beautiful desert island. But there's no time to sunbathe — the island's crawling with marine monsters.

If he's getting nipped to death, Banjo can climb the boxes in the background to escape the creepy crustaceans.



But crabs aren't the only seaside menace — sharks also lurk here, too. That's right, Banjo, stay on the beach!



As our heroes enter the level, they're treated to a majestic view of the shifting desert. Look in the distance, there's a Kazooie Idol!

## WALK LIKE AN EGYPTIAN

More sandy madness. This time the dynamic duo are transported to a huge Egyptian level, packed with stony statues, pointy pyramids and fantastic flying carpets.



So, do you think that Banjo will be able to ride this camel? You'll just have to wait and see...



Later in the level, you can give Kazooie's wings a rest by using this magnificent flying carpet.



Who's that standing on top of the pyramid? If you squint hard, you can just about see that it's Banjo.



As our hero scans the horizon he spots massive Sphinx statues, each with its own dopey Banjo expression.



The only way to reach the top of the honey bear Sphinx is to fly there with a little help from Kazooie.



## ANIMAL MAGIC

Like Rare's classic Donkey Kong Country series, the B-K heroes are able to change into different animals to reach new levels. To swap species, Banjo has to visit his witchdoctor friend, Mumbo Jumbo.



Before Mumbo Jumbo weaves his magic, you must visit him in his bizarre straw hut.



This looks like it could be just another boss. Perhaps he chases Banjo around this intricate green web...? Only time will tell.

To start the spell, Banjo must stand on Mumbo's portrait which is painted on the floor.



As a spider, Banjo's sticky feet allow him to explore steep slopes and rolling hills.



Suddenly there's a flash of magical light. Banjo's changed into an eight-legged beastie!



But Banjo isn't safe as a spider. It isn't long before big bully arachnids menace him.

## SHORT CUTS

● Thought you might like to see this... the 64DD's Japanese packaging! Nintendo in Japan has confirmed that the N64 disk drive has been delayed from June to "within the year." No surprises eh!



● No shots, but some new details on Titus' Superman game. Every villain from the animated series will feature, including Lex Luthor, Brainiac, and Toyman. And the backgrounds will also be interactive, allowing Superman to punch his enemies through brick walls!

● Bad news. Looks like Nintendo's killer snowboard sim, Ten Eighty, may be delayed 'til November! The Big N would rather wait for the next winter season than risk a disastrous summer release. If you're considering an import, it only works when you use DKR as the PAL game.



● As well as Virtual Chess and Superman, Titus is beaver away on Jungle Bots, a Turok-style shooter, Roadsters '98, a high-speed racer, games based on The Blues Brothers, Xenia: Warrior Princess, Hercules, and a mysterious title featuring a well-known superhero.

● Ocean has confirmed that it will be releasing a Looney Tunes game for the N64. Space Race promises to be hilarious, with all the Warner Bros. cartoon heroes zooming around futuristic tracks on big rockets. Expect exclusive screen shots of this eagerly awaited game in the next issue...



# 4.30PM

## YOU'RE STUDYING

## NEWTON'S LAW OF GRAVITY.



# 6.00PM

## YOU'RE

## PRACTISING

## IT.

Now, when exams come up, it won't take long before you put your revision down - completed.

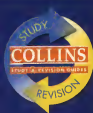
Written by examiners, Collins' colourful range of Study & Revision guides can give you back your spare time.

 HarperCollinsPublishers

Available in all good bookshops, the range covers seven GCSE titles as well as Maths, English and Science at Key Stage 3 level.

Used all year, your grades will defy gravity by going up and never coming down.

### How to get from Bs to As.



BY:	NINTENDO
GAME TYPE:	Game Boy Camera
RELEASE:	17th July (UK)
CART SIZE:	N/A

# Pocket Camera™



The Pocket Camera has arrived in Japan... and it's even more fun than a barrel full of Diddy Kong's.

The Pocket Camera – set for a UK release in July as the Game Boy Camera – is a new add-on for Nintendo's classic hand-held. It's a digital camera which allows you to take pics of your mates, then paint over them with crayons and silly stamps. When you've got a picture you're happy with, link-up to a Pocket Printer, hit the button – and voila! – you'll get a black and white photo sticker. If you can't wait 'til July, here's a taster of it'll do...



When you switch on the Camera, this scary Mario appears, dancing and wiggling to the cheesy music.



## SNAP HAPPY!

### GETTING STARTED

After the intro screens, you'll meet this strange little lad who shivers and cries. Even more bizarre, he changes into a cute princess later! Anyway, this is where all the action begins...



### CAMERA MODE

You can see yourself moving on the screen. Press A to save a pic, and up and down for brightness/contrast.



### TIMED SHOT

Like a real camera, you can set your Game Boy to take a snap after a few seconds, giving you time to get your pose just right.

### CONNECT/BALL

From this option you can connect and rotate any of your saved shots, or even play the juggling game, Ball.

### SAVED PICS

When you save a picture in Camera Mode, choose this option to flick through your shots. And paint 'em...

### WOT CAN YOU DO...?



### FRAMES

Once you've created your pic, choose a cool frame. There are 18 frames including classical, brickwork and one with Mario.



### ID CARD

When you start you're asked to enter your name and age. Choose a number, pick the ID option and the Camera will make a card for you!



### PRINT

Finish your picture, choose the Print option and within seconds you have a tiny black and white stamp. If you've got a printer, that is.



### STAMPS

The Camera features dozens of stamps, from silly eyes and ears to cutesy Pocket Monsters and strange Japanese characters.



Who's that girl? She looks frozen.



He's dangerous! He's bad!



This killer queen sang a rhapsody.



One of the common people, him.



Some say she's simply the best.



## 5 POCKET CAMERAS MUST BE WON!

If you want to get yer hands on a Pocket Camera and Printer before they hit UK stores, here's your chance. On a recent visit to Madame Tussaud's Rock Circus, the ONM gang took snaps of five famous pop stars. All you have to do is identify them... but we've used a little Pocket power to make it a bit harder.

### WIN! WIN! WIN!

Write the five names on a postcard and send it to: Pocket Camera Compo, Official Nintendo Magazine, 37-39 Millharbour, Isle of Dogs, London E14 9TZ. The closing date is 23rd May, 1998, so get 'em in early.

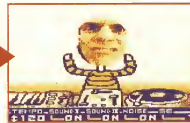
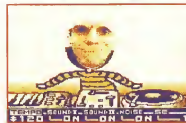
### PLAY BALL

This is a particular ONM office favourite. Save four different pictures of your face then play Ball. The aim of the game is to juggle three balls, and your expression changes in time to the music and action.



### WHEELS OF STEEL

Believe it or not, the Camera also allows you to write and play simple music. You can then choose this cool DJ option, use the A and B buttons to hit the dex and scratch and re-mix your own kickin' toons.



### DRAW

Use paintbrushes and pencils to scribble on your picture. Use the D-Pad to move the cursor, and hold the A button to draw. Easy!



### MIRROR

When you select this option the screen is split into two (you decide which way), with one side mirroring the other.



### TOP/DOWN

Take a snap of your head and use the bottom of the screen to match it with another character. Look, an ungodly David/Mario mix!



### CUT UP

You can even divide the Game Boy screen into quarters, and show four different pics at the same time.





BY: NINTENDO  
GAME TYPE: 3D Adventure  
RELEASE: Late April (Japan)  
CART SIZE: 128 Meg

Game Boy Advance



# THE LEGEND of ZELDA THE OCARINA OF TIME

**Monsters, monsters**  
Everywhere! Poor old Link isn't gonna have a minute's peace in his new quest...

As Zelda's Japanese release creeps closer – it's either gonna be late April or early May in the Far East – the Big N's unleashed more monsters from the Zelda vault. As well as the terrifying triffids we've seen before, sneak a peak at these shocking skull spiders and the sinister snake that hides under leaves. Looks like Zelda won't be a game for the faint hearted.



After wasting a bunch of triffids, Link's able to reach a wooden treasure chest.



As he lifts the lid, Navie buzzes around the box, glowing green to tell Link it's safe.



Unlike the sensible older Link, the young elf jumps onto his tip-toes and peers into the magical light.

## CHEST A MINUTE

On his travels, Link finds dozens of wooden chests, some packed with treasure, others with vicious booby-traps. When playing as Link senior, the strapping teenager always approaches chests with caution, lifting the lid carefully to check for nasties. Little Link is more foolhardy...

## THE MONSTER MASH

Another month, yet another monster. From a distance, this beast looks like a pile of leaves. However, get close to the fiend and he'll rise to attack. Beware... this goon's bad for your elf!



Link spots a strange nut. Could this be the Acorn of Protection first seen in Game Boy Zelda?



Suddenly, the pile of leaves begins to shift. Evil red eyes peer from the gloom.



Navie's first to spot the monster. She turns red and buzzes around its ugly head.





The heart meter looks healthy, but you can bet Link'll need every single one.

## What's cool?

- More monsters
- New secrets
- Sneaky traps
- Risky chests



## BEWARE THE SPIDER!

Another new monster waiting to challenge Link is the skull spider. This creepy rogue hides on the ceiling, waiting for Link to walk underneath. It appears that these monsters aren't too strong, and can be dispatched with a couple of swift sword slashes.



Link wanders down a narrow corridor, checking for traps and hidden nasty things.



Link hears a rustling on the ceiling. When he looks up, he spots a hideous skull spider.



**ABOVE** As he steels himself for a special spin attack, Link's magical sword changes colour.

**LEFT** Damn, the creature's stronger than Link thought! It'll take a much harder battering to beat this brute.

## DAY OF THE TRIFFIDS

When exploring outdoor locations, Link's standard enemies are terrifying triffids. Although they fight like demons, these plants are rooted to the spot, making it easier for Link to stalk and slash his prey, or simply run away.



The triffid opens its mouth and roars at Link. The red box shows him the best place to attack.



Link watches the creature, working out its attack pattern. He lunges when the time is right.



The fearsome flower turns red when hit. A few more slashes and the triffid's history.



The beast raises to its full height. It coils and dances menacingly in front of our hero.



Fearless Link edges closer to the monster, determined to grab the mysterious nut.



Without warning, the beast throws a magical claw at Link. Our hero ducks for cover.



With reactions like greased lightning, Link slashes the claw. It explodes into green Rupees.

BY:	NINTENDO
GAME TYPE:	3D Racing game
RELEASE:	August 14th, 1998 (UK)
CART SIZE:	64 Meg



## TWISTING TRACKS OF TERROR

What do you get if you cross the Millennium Falcon with the Nemesis roller coaster? F-Zero X, that's what, and it's only on Nintendo 64.

Eastern Nintendoids are gonna have an expensive summer. As well as the 64DD which is expected to arrive in late June, F-Zero X will be speeding onto Japanese shelves only days later. British players will have to hang on 'til August 14th to experience F-Zero's awesome adrenaline rush but, believe us, it'll be worth the wait...

# F-ZERO X



### WEIGHT

Some vehicles are heavier than others. Heavy racers are less likely to career off the side of the track, but they may get left behind when the light ships speed away from the start.

830 Kg

最高速



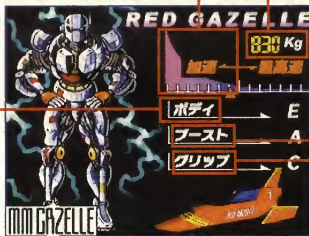
### TORQUE VS. SPEED

By moving the tiny red arrow left and right, you can decide whether your racer has a high torque rating to keep it rooted to the track, or blistering top speeds to push for pole position.

### ボディ

#### BODY

As the racers battle for first place, they'll take massive shield damage which can only be replaced by driving over a Dash Zone. If you're a foolhardy racer, choose a ship with very strong shields.



### GETTING TO GRIPS

After selecting your fearsome F-Zero racer, the next step is to tailor the vehicle to your own driving style. While you can't change everything, players have several set-ups to fiddle with, each affecting your performance on the track.

### ブースト

#### BOOST

When fighting your way up steep slopes and lunatic loops, you may need a quick boost. Some heavier ships even need strong boosters to climb the first loop.

### グリップ

#### GRIP

As most of the F-Zero X tracks are airborne, it's easy to lose control and speed off the track. You'll need good grip if you want to stay on the course.



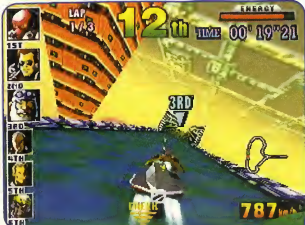
White Land 2, one of the toughest tracks, features steel gullies which twist into the sky.



If you speed off the edge of the track, you'll fall through the clouds to your doom.



Further along White Land 2, the loops and gullies are illuminated by garish neon lights.



Soon, a narrow gully appears, forcing players to cut their speed to avoid crashing into the racers in front.



Once out of the gully, the racers approach the brow of a hill. What dangers are waiting on the other side?



On the other side of the hill is a vertical drop which leads the racers to another narrow tunnel.



### SECTOR ALPHA

Sector Alpha is one of the most exciting tracks in the game. As you drive along one section of the track you'll see another road zooming past overhead. It isn't long before you climb a slope to race along this high road... upside down!



As the racers speed away from the start down a vertical slope, you can see the track untolding below.



After leaving the loop you can zoom down a straight to recover your speed... and composure!



There's the Dash Zones you drove over a second ago. And you really believe you're upside down!



As you approach the loop which takes you to the upper track, it's a good idea to use a speed boost to climb the steep slope.

1 When you pass the finish line, the CPU takes over to guide your vehicle around the track.

2 The first result screen shows your maximum speed and accurate times for each lap.

3 It appears that only the top six racers out of the 30 competitors will qualify for the next round.





## MORE MARTIAN MADNESS REVEALED!

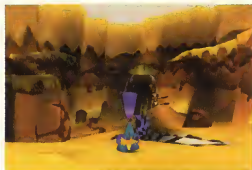
BY:	UBI SOFT
GAME TYPE:	3D Adventure
RELEASE:	July
CART SIZE:	64 Meg

Not long now before Ed crashes in to British games stores. And ladies, he's looking coooool...

For Tonic Trouble, Ubi Soft spent 18 months (and \$4 million!) developing a system called 'Architecture Commune Programation'. For gamers, this'll mean that Ed's adventure seems more alive. In SM64, enemies would attack Mazza, but their patterns would never change and neither would their facial expression. In TT, characters react differently at different times. Enemies will chase Ed when he's low on energy, run away when he's strong, jump to avoid his attacks or growl aggressively when trapped in a corner. TT promises to be stunning!



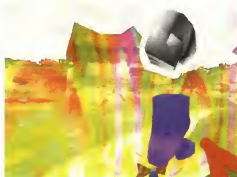
# TONIC TROUBLE



### ATTACK OF THE KILLER TOMATOES

One of the first locations in Tonic Trouble is a gorgeous green valley filled with ornate houses, radioactive rivers and mutant vegetables. Ed was silly enough to drop a deadly can of chemicals in the river, and the adventure kicks-off right here.

As Ed scans the beautiful location, he spots a bizarre multi coloured river cutting through the landscape.



Ed realises that the can of chemicals must be close. Unless some tinker's nicked it, that is...



Later on, Ed explores the banks of that mysterious river. Time for a closer look...



As he explores, our hero's attacked by a strange monster. Look, it's a mutant carrot, and he looks angry!



As he approaches a fairy tale house, Ed's menaced by a monstrous tomato. You're puree mate!



BY:	ACCLAIM
GAME TYPE:	3D Racing
RELEASE:	TBA
CART SIZE:	64 Meg

ANOTHER WORLD EXCLUSIVE!



# EXTREME-G 2

**WORLD EXCLUSIVES** don't come much bigger than this... the first shots of Extreme-G 2, hot off the press from the ace coders at Probe.

Extreme-G 2 looks hot, hot, HOT! The original was flawed, but it looks like Probe's learned its lessons. The fogging effects have been reduced, meaning that you're able to see the tracks unfolding before you. The bike graphics have been improved too, each bike featuring a pivot which means they move and react to the tracks, rather than the static bricks seen in the original. Who knows, it may give F-Zero X a run for its money...



## AQUANOR

This track's set down in the docks. The course takes players down a vertical drop, through the dock, across an opening bridge and through the wrecked hull of a super tanker.

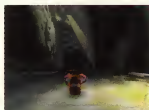
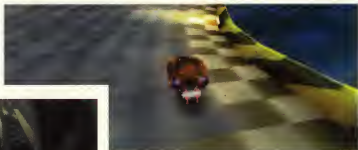
## TRICKY TRACKS

Those crafty coders at Probe are keeping Extreme-G 2 details firmly under their hats, but they supplied us with a few telling sketches. Here's some of the secrets we uncovered...



## FORGE

An industrial world filled with vats of molten metal, heavy machinery and some incredibly dangerous twists and turns. Stay in the centre of the road or you might career into the white-hot smelters.



# ★ EXCLUSIVE COMPO

Ever fancied designing your own Cybercycle? Here's your chance. Thanks to our mates at Acclaim, we've got a top compo EXCLUSIVE to ONM readers. All you have to do is design your own Extreme-G cycle, using this sketch as a guide. The winner will be entered into a worldwide contest, with the chance of seeing their creation in the finished game. We've also got top prizes for UK entrants.

**1st PRIZE** Top-of-the-range mountain bike, worth £400  
**5 RUNNERS UP** Copy of Extreme-G 2

To stand a chance of winning, simply follow these instructions...

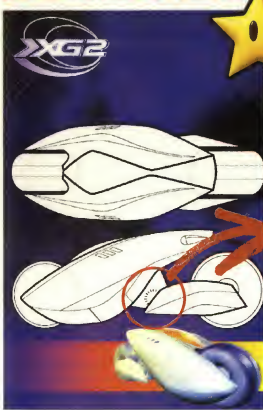
(1) Invent and draw your own Cybercycle, complete with weapons and power-ups. The only restriction is that your cycle **MUST** include a 'pivot'. This feature helps the cycles cling to the twisting tracks as they speed through loops and corkscrews.

(2) Using this sketch, design your cycle's paintwork. You can photocopy this template if you don't want to cut your copy of ONM.

This is a 'pivot'. Make sure YOUR cybercycle has one... okay?

(3) All entries must reach ONM by 15th June, 1998. Acclaim and Nintendo Magazine will select the winners, and the top design will be entered in the worldwide contest. Who knows? One ONM reader might see their cycle in the finished game!

(4) Send your entries to: **Extreme-G 2 Compo, Nintendo Magazine, 37-39 Millharbour, Isle of Dogs, London E14 9TZ.**



# THE BIG BLAG

# WIN



N64

# JOLT

Jolt Pack with 1MB Memory Card

BIG PRIZE

## AWESOME PRIZES



Thanks to those generous folks at Fire International, we've got tons of Nintendo 64 goodies to give away this month. Just check out this little lot...

- ★ **FIRST PRIZE** One copy of Goldeneye 007, four Jolt Packs with built-in 1 MB memory card, three official N64 controllers.
- ★ **SECOND PRIZE** Goldeneye 007 and three official controllers.
- ★ **THIRD PRIZE** Goldeneye 007, one official pad, one 1 MB Jolt Pack.
- SEVEN RUNNERS-UP** 1 MB Jolt Pack.

To stand a chance of winning, simply match these well-known Nintendo phrases with the character who first said them. And don't forget to mark your entry 'Fire Goldeneye Compo'.

**You'd better start stocking-up on postcards... we've got loads of top Nintendo goodies to give away! Send your entries to: Nintendo Magazine, 37-39 Millharbour, Isle of Dogs, London E14 9TZ. Good luck!**



MARIO



TOAD



TAJ



FALCO



DUKE NUKEM

- 1) "Those alien scum are gonna pay for shootin' up my ride!"
- 2) "Can I help you further? Bye bye for now!"
- 3) "Something's wrong with the G-Diffuser!"
- 4) "Mamma mia!"
- 5) "I am the best!"

## CALLING ALL MANGA FANS!

If you like Manga, you'll love this compo. First prize is a complete set of Ellicia videos, along with Neon Genesis Evangelion volume eight and a Super Atragon T-Shirt. Four runners up will get a Evangelion vid and the super-cool T-Shirt.

**Q. Which of these characters DOESN'T have an animated TV series?**

- (A) Pocket Monsters
- (B) Yoshi
- (C) Animamacs



**Hey, you! Make sure to mark your entry 'May Manga Compo'.**



## HE'S SUPER, MAN!



Forget everything you know about Superman. His powers... everything. He's changed soooo much that even he doesn't know what he is! We've got five top Superman Transformed graphic novels up for grabs, so get scribblin'.

**Q. What's Superman's real name?**

- (A) Clark Kent
- (B) Peter Parker
- (C) Bill Stickers



**And as for you... don't forget to mark your entry 'Superman Transformed Compo'. Sorted.**

**MEANWHILE, ON THE TRAIN TO WORK...**  
We've been playing with the Pocket Camera all month. We enjoyed it so much, we started thinkin' about our fave GB games...

# SIMON CLAYS

Editor  
JOB Head photographer  
(1) Bust A Move  
(2) Tetris Attack  
(3) Zelda: Link's Awakening



# DAVID McCOMB

Deputy Editor  
JOB Snapper  
(1) Pocket Monsters  
(2) Mole Mania  
(3) Puyo-Puyo 2



# JASON SIMMONS

Art Editor  
JOB Lighting rig  
(1) Bubble Bobble  
(2) Donkey Kong Land 3  
(3) Tetris



# RORY BUCKERIDGE

Production Editor  
JOB Tripod setter  
(1) Tetris Attack  
(2) Donkey Kong Land  
(3) Golf



# ALEX F.

Deputy Art Editor  
JOB Coloured filters  
(1) Tom and Jerry  
(2) Pagemaster  
(3) Game Boy Gallery



# SHAUN WHITE

Reviews Editor  
JOB Paparazzi  
(1) Kirby's Pinball Land  
(2) Soccer  
(3) Wario Land



# ALEX C.

Tips Editor  
JOB Lifting heavy gear  
(1) Space Invaders  
(2) Mortal Kombat II  
(3) Galaxian/Galaga



# TIM STREET

Staff Writer  
JOB Lens cap holder  
(1) Revenge of the Terminator  
(2) Top Ranking Tennis  
(3) Super Mario Land



# NINTENDO 64 CHARTS

## OFFICIAL NINTENDO 64 UK CHART

### 1 GOLDENEYE 007

Nintendo



### 2 FIGHTERS DESTINY

Ocean



### 3 SNOWBOARD KIDS

Nintendo



### 4 WCW Vs. NWO

THQ



### 5 DIDDY KONG RACING

Nintendo



### 6 SHADOWS OF THE EMPIRE

Nintendo



### 7 SUPER MARIO 64

Nintendo



### 8 TETRISPHERE

Nintendo



### 9 CRUISE'N USA

Nintendo



### 10 INTERNATIONAL SUPERSTAR SOCCER 64

Konami



The Star Wars: Shadows of the Empire carts are back in stock. If you're a Jedi fanatic, grab a copy before it's too late.

**HMV**  
topdogforgames

## JAPAN TOP FIVE N64 GAMES

### 1 TEN EIGHTY

Nintendo

### 2 DIDDY KONG RACING

Nintendo

### 3 GOLDENEYE 007

Nintendo

### 4 TAMAGOTCHI WORLD

Hudson/Bandai/Nintendo

### 5 FAMISTAR 64

Namco



## US TOP FIVE N64 GAMES

### 1 WCW Vs. NWO

T.H.Q.

### 2 GOLDENEYE 007

Nintendo

### 3 DIDDY KONG RACING

Nintendo

### 4 STARFOX 64

Nintendo

### 5 BOMBERMAN 64

Nintendo



## ONM OFFICE CHART

### 1 TEN EIGHTY

Nintendo

### 2 WETRIX

Ocean

### 3 FORSAKEN

Acclaim

### 4 GOLDENEYE 007

Nintendo

### 5 WORLD CUP '98

EA



## READER CHART

Wily Will Riley is the winner this month, and he'll be getting a gorgeous chrome Memory Pak courtesy of HMV. If you want the Nintendo nation to see your top five, send it to the usual address. By the way, only entries with photos stand a chance of winning.

- 1 DUKE NUKEM 64
- 2 TOP GEAR RALLY
- 3 GOLDENEYE 007
- 4 LYLATWARS
- 5 TUROK: DINOSAUR HUNTER



## BRAIN STRAIN ANSWERS

- 1) Samurai Goroh
- 2) Buck Bumble
- 3) Tamagotchi World
- 4) Dion Blaster
- 5) Poochy



## SCORES ON THE DOORS

A couple of months ago we overhauled our marking system and unveiled a new award.



90%+  
Buy this game!

### 80-89%

A solid game that would sit snugly in anyone's collection.

### 65-79%

One for fans of the genre, but lacks true greatness.

### 45-64%

Mr. Average arrives in town. Only for those who love this type.

### 26-44%

Alert! Alert! Dodgy crotch of bottocks in the area.

### 25% and under

A complete dog of a game. This mongrel needs an injection that will put it to sleep — permanently! Hopefully we won't have to use this mark too often...





WHATEVER ELSE PUTS YOU  
**ON THE SPOT,**  
IT NEEDN'T BE SPOTS.



THERE ARE SOME THINGS YOU JUST CAN'T HIDE, CAN YOU? ● RATHER LIKE THAT BIG SPOT ON THE END OF YOUR NOSE ● WELL, THAT WE CAN DO SOMETHING ABOUT, WITH NEW OXY 'ON THE SPOT' ● BECAUSE 'ON THE SPOT' IS A BRAND NEW DIRECT ACTION TREATMENT, SPECIALLY FORMULATED TO HELP ELIMINATE SUDDEN EMBARRASSING SPOTS ● AND LET'S NOT FORGET, YOU CAN ALSO HELP PREVENT ANY FURTHER ERUPTIONS, AND END UP WITH VISIBLY CLEARER SKIN, BY REGULARLY CLEANING WITH OXY DAILY WASH ● IT'S ONLY A PITY THAT LIFE'S OTHER LITTLE EMBARRASMENTS CAN'T BE SO EASILY DEALT WITH ● ● ● SPOTS? OXYCUTE 'EM WITH NEW OXY 'ON THE SPOT'.

\*Contains benzoyl peroxide. Always read the label. Oxy, Oxycute 'em and Oxy 'On the Spot' are trade marks.

**T**he dinosaur roars back into action as *Turok 2* gets its first full showing in yet another OMN World Exclusive. Boy, are we good to you!

Although *Turok: Dinosaur Hunter* has been upstaged by the likes of *Goldeneye 007*, *Quake* and *Duke Nukem 64*, there's no denying the importance it played in the N64's release. Never had a first-person shooter looked so good and, although there were a few minor faults it was, and still is, a highly playable game. Now the sequel's arrived, and it's learned a lot from the first edition. There's even an awesome multi-player mode. Here's what we've found out so far...



The Raptor — the only dinosaur to feature in *Turok 2*.



A Raptor in wire-frame form.

# TUROK



Once the wire-frame model is complete, polygons are added to bring it to life.





**LEFT:** Although most of the enemies haven't been added, you can just make out a Hulk lurking in the distance. No doubt, he'll pounce if Turok gets too close.

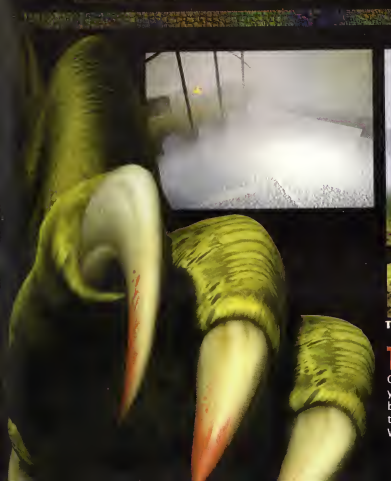
## DINO-ROARS ON

The storyline continues from where it left off, so if you're new to the game this may be a little confusing. What happened was that having defeated the Campaigner at the end of the first edition, Turok destroyed the Chronoceptor by throwing it into an active volcano. Little did he know that his actions woke an even more ferocious beast — The Primagen. This deadly brute is imprisoned in a buried spaceship which is trapped by a forcefield and held together by five energy poles. Now The Primagen is awake, he isn't a happy chappy and will plot his escape.



## NO QUEST FOR THE WICKED

The one-player option is known as Quest mode. With The Primagen now ready for action, Turok must act fast if he's to prevent another disaster. His main aim is to defend the five energy posts, and collect objects which give him access to his toughest challenge yet. All in all, I bet he wishes he'd never thrown away his gun.



Turok must collect special icons to progress further into each stage.

## THE KEY TO SUCCESS

Quest mode plays very similarly to the original, in that you're restricted in your early movements. Each level is broken into several sections, separated by barriers or forcefields. In order to progress, Turok must locate keys, sacred talismans or weapons, and make his way to the entry point. Without collecting the special icons, he cannot move onto the next stage.

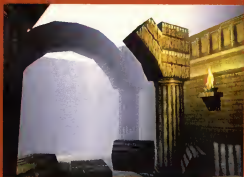
**RIGHT:**

The Port of Adia was once a lively place. All that remains now are the dead creatures lining the streets.



## IN THE MIDDLE OF THE JUNGLE

Turok 2 features eight unique levels, all of which have a totally different look. Iguana only gave us access to the opening three areas, so here's a sneak preview of each setting.



Check out the curves on the statue! The attention to detail is mind blowing.



If you think Turok 2 looks this good now, the final version will be awesome.

## THE PORT OF ADIA

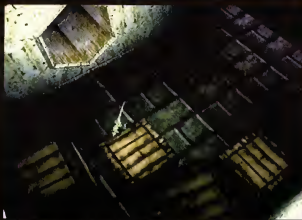
Turok arrives at the once lively port only to discover that the mighty Dinosold troops have destroyed the entire area. The buildings have been burned to the ground, and the population wiped out. All that remains are the grisly human skeletons lining the pavements, and cremated livestock torn apart by hungry vultures.

## SLAUGHTER BY THE RIVER OF SOULS

Once again, the townsfolk are dead, as Primagen's men have continued their reign of terror. This city once housed beautiful architecture, and brightly coloured mosaics lined the town's walls. Today, fires smoulder and blood and carnage still line the streets. The only safe area is inside the energy pole. The rest of the river is poisonous.

## MORE MULTI MADNESS

There's no denying that Turok: Dinosaur Hunter is an awesome game, but it was let down by not including a multiplayer mode. All that's changed as Turok 2 includes a mind-boggling four-player option, which could knock Goldeneye 007 into second place. There are three multiplayer games to experience.



This tunnel could be Turok's only escape route.

## TEAM MODE

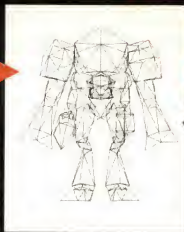
Players team up and search for dino cannon-todder. No matter how bloody the mayhem, you can't hurt any of your party.

## BLOODLUST DEATH MATCH MODE

It's every man for himself. Take control of any of the in-game characters and try to wipe out your mates.

## FRAG MODE

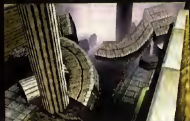
This is Tag. One player is 'it', and must find other warriors or safe-spots.



The three stages of creating the enemies. The sketch, the wire-frame model and the bulky rendered model.



No part of the city has escaped the deadly touch of The Primagen's army.



We wouldn't be surprised if this waterfall led to a hidden area.

## THE KILLING CREW

Turok 2 allows you to control a host of new characters for the multiplayer battles. Here's some of the warriors...

### JOSHUA FIRESEED

Okay, this is supposed to throw you. He is, in fact, Turok. He's fast and deadly — the best character in the game.

### ADON

Although Adon is fast, she's still a girl, so can't take much damage. But she does have the ability to perform mystical attacks.

### PURR-LIN

Much as you'd expect from a pie-eater bloater. He's massive and slow, but with his bulk possesses incredible power.

### SLOTH

This monstrosity has the same powers as a Purr-Lin. And this ghastly creature has the power to regenerate its own flesh.

### FLESH EATER

If you want to control a bad guy, but require Turok's strength, this one's for you. They're identical, only he's a linker!

### GANT

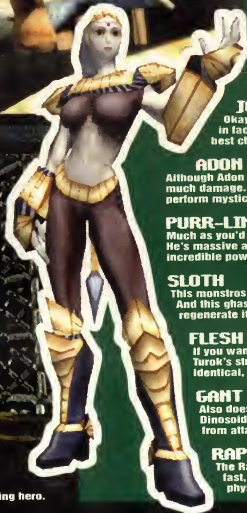
Also does a great line in groovy threads. An evil Dinosoid who uses technology to shield himself from attack.

### RAPTOR

The Raptor is a hidden character. He's very fast, but primitive. All his battles are physical and brutal.



Fire rushes through the streets of Adia towards our waiting hero.







## DIMORPHADON

This bird-like predator swoops at an incredible speed. His vicious bite is deadly.



## FIREBORN

Attack Fireborn from a distance. His huge claws can rip you to shreds in a second.



## DRONE

Armed with ray guns, this swamp monster can kill with a single quick blow.



## GUNNER

If he catches you face on, he'll pump you full of lead. A surprise attack is your best bet.



## ENDTRAIL

The perfect fighting machine. Sharp teeth, huge claws and a tail that can rip you apart.

## BLOOD VIOLENCE AND DINO-GORE

The developers have promised that Turok 2 will be even more violent than the original, and our early glimpses suggest that this is definitely gonna be the case — always a good idea in our book! Each group of creatures has their own intelligence and unique attack patterns. They'll be faster and smarter, making them much more difficult to kill. Even worse, they'll lurk behind trees and pounce when you're in striking distance. If you're not on your toes, you'll soon be dino dinner.



Make sure Turok doesn't come a cropper like this poor warrior.

## THE MAN WITH THE PLAN

We were able to take time-out from playing the game to have a quick word with Iguana's top developer, David Dienstbier. Let's find out what he thinks of the game, and get some info on what you can expect from Turok 2.

**Did you take on board any feedback from people who bought the original?**

Absolutely. Our biggest responsibility in developing Turok 2 was to make the consumers happy. Feedback from fans of the original, or even the people who hated it, was extremely important.

**How much are you influenced by movies such as The Lost World?**

I'm strongly influenced by anything that really causes the blood to pump. Films, books, comics, anything that sparks an emotion or a feeling.

**Did you see this game as an opportunity to do the things you couldn't do in the original?**

Yes. Each new project is an opportunity to do things that you didn't have time to do in the last project. New ideas, methods and theories are constantly cropping up during the development of a game. The pile of ideas we have for our next project that we couldn't fit into Turok 2 is huge.

**Looking back, is there anything you feel**

**could've been better with Turok: Dinosaur Hunter?**

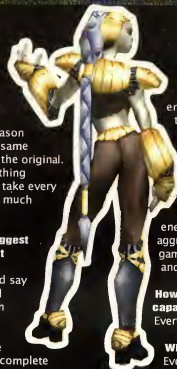
Oh Lord, yes. That's the reason why Turok 2 will have the same development timetable as the original. However, Turok was something special, and we wanted to take every step possible to make this much more than a sequel.

**What do you feel is the biggest improvement over the first game?**

Aside from the graphics, I'd say that the overall design and layout of the game is much improved. It requires thorough exploration in order to not only complete mission objectives, but to complete the entire game.

**Have other N64 games influenced Turok 2?**

Turok 2 takes a lot of influence from games like Super Mario 64 and Zelda 64. It requires the player to become familiar with each



environment, take stock in what they've accomplished, and know what they still need to achieve.

**What should gamers be looking out for in Turok 2?**

More of everything. Each level is unique with its own population. You're gonna see lots of different enemies, who are much more aggressive. It's also got a lot less of what gamers didn't like about Turok and a bunch of really cool new stuff.

**How much of the N64's memory capacity is Turok 2 using?**

Every single bit of it.

**What is the best thing about Turok 2?**

Everything that happens between the time you turn in on and switch it off.

**Will there be a Turok 3?**

I killed the last person who asked me that question. In all seriousness, we'll just have to wait and see.



## JUGGERNAUT

The Juggernaut won't chase you down, but he'll slice you in half if you get too close.



## MITE

Quick and nimble, the Mite is an annoying insect who scurries away when under attack.



## SOLDIER

This deformed fighting machine is much tougher than he looks.



## HULK

Slow but powerful, he can withstand a lot of pain. Weak ammo bounces off him.



Turok must find a switch if he's to close the drawbridge.

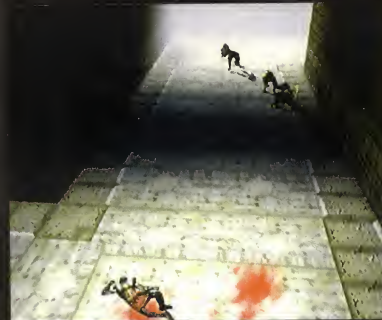


## WORKER

The Worker hovers above his target before unleashing a poisonous sting.

## TOUGHER THAN EVER

After surviving all the hazards which await during each level, Turok will come face-to-face with an end of level guardian. Unfortunately, we weren't allowed access to any of the eight boss battles, but we've been informed that they'll be twice as tough as those in the original.



Two Raptors close in to finish off the dying soldier. He's lunch!



By destroying the crates, Turok can exit this part of the level.

## FIREPOWER FRENZY

Turok: Dinosaur Hunter boasted a huge array of weaponry ranging from the puny knife and bow, up to the awesome freeze ray and fusion cannon. This time round there are even more to choose from. In fact, there are 24 in total which'll blow both yours and your enemies' minds, limbs and any other sticky outy bits. Once again, not all the weapons were available in this early version, but rest assured they'll all be in the game when we revisit it in our E3 special, coming soon. Stay tuned.

The greatest footy game ever is back on the N64 in a fresh new sequel. But can any more be squeezed from this Nintendo classic...?

So far, only ISS64 has been able to recreate the atmosphere of a real footy match. It's so perfect that cracking in a 25-yarder actually feels like you're standing on the pitch. Well Konami's hoping to lift the cup once more with its ISS64 sequel, International Superstar Soccer '98. But with EA's World Cup '98 also gunning for glory, ISS has a battle on its hands...



# OVER 'ERE SON, ON ME 'EAD

The look and feel of ISS98 hasn't slacked off since the original. In fact, the coders have improved the overall feel. Each player still has super smooth animation, and every trick you want to try is here — passing, shooting, headers, volleys. Konami has also made the sequel slightly faster, so you won't be disappointed when it all kicks off on the turf.



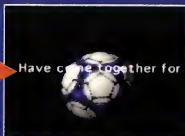
Just watch the player animation.



Fluid passing moves with style.



Beat those tackles too.





# TAKE THE WEATHER WITH YOU

It doesn't matter what conditions you prefer for a kickabout... they've ALL been included in ISS98. The weather conditions all effect how your team plays in some way or another. But how? Over to you, Michael Fish...

## SUN



There's nothing like a game in the balmy summer sun. Ideal for a skilful game, there's little breeze to affect those pinpoint crosses, but players will tire easily in the heat.

## RAIN



Mud, glorious mud! Play in the rain and your players will move at a fair lick, but watch those reckless tackles or you could be in for an early bath.

## SNOW



Playing in a blizzard is the toughest condition of the lot. The arctic weather makes it difficult to play a decent game, and your team'll get bogged down easily.

## UP FOR THE CUP

ISS98 has six gameplay modes. Not only can you polish up on your skills using the Training option, but you can also take part in a World League, an International Cup comp or a one-off Friendly. Up to four players can play each option (except Training), using fantastic teamwork play. Here's a choice few...



### WORLD LEAGUE



The ultimate dream is to go all the way and beat the rest of the league over an entire season. It's a marathon — each of the 48 teams play each other twice, at home and away.

### INTERNATIONAL CUP



The romance of the Cup comes alive as you try to shoot your way to the final. To get there, regional qualifiers, a qualifying league and championship tournament games must be won.

### OPEN GAME



If you've got a few minutes to spare, try an open game for a quick 'Friendly'. If you've been arguing day and night about who's the best, this is a great way to settle the score.



**ABOVE** Use the radar to pinpoint your team mates and play a long ball or short pass.

**LEFT** Brazil's hopeful free-kick hits the wall.

## VIRTUALLY REALITY

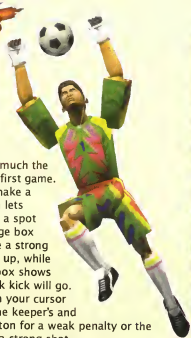
ISS98 has a few neat touches which boost the game's realism.

The Time-of-day feature makes afternoon matches get darker over 90 minutes. If you take a player out with a nasty tackle, two first aid men will run on with a stretcher and whisk him away for treatment. If the heavens open during a game, watch for the water as it sprays off the ball.



## ON THE SPOT

The penalty shoot-out is much the same as the first game. Two boxes make a cursor which lets you pinpoint a spot kick. The large box shows where a strong kick will end up, while the smaller box shows where a weak kick will go. To score, aim your cursor away from the keeper's and hit the A button for a weak penalty or the B button for a strong shot.

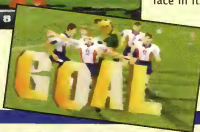


## FIELD OF DREAMS

ISS 98 kickabouts don't just happen on any old patch of grass, you know. Some of the world's most famous stadiums are included to recreate your finest moments. There are eight in total, including Saint-Denis Stadium, — the venue for this year's World Cup Final, and Wembley.



**Gooooooooooooo!!!!!!**  
**They think it's all over...**  
**... It is now! When you bury the**  
**ball in the back of the net your**  
**player will celebrate in style.**



**CELEBRATE YOUR  
GOAL, C'MON!**

To add to the ecstasy of scoring a goal, a variety of celebrations have been included. While the original ISS64 featured the Cradle and the On Yer Knees celebrations, ISS 98 has more to enjoy. Look out for the Klinsmann Dive across the turf and the Aeroplane to really rub your mate's face in it.



## HOW DO THEY DO THAT?

Not to be outdone by World Cup 98's original line up of Des 'the Guv'nor' Lynam and John Motson, ISS 98 features a top class commentator of its own. The BBC's expert, Tony Gubba, has been selected to talk you through the action on the field. There's crystal clear speech throughout the game, and it really has to be heard to be believed. Extraordinary!



**If you're shooting, passing, heading or tackling it's all commented on with some style by the great Mr Gubba. He doesn't miss a trick.**

# CONTROL CENTRE

Moving the players uses most of the controller buttons and the 3D Stick. There are three controller settings to choose from. All are fairly straightforward, but mastering moves like the overhead kick, feint and heel lift take some time. Here's how the basic moves work...

## LEFT-C

If you see the 'keeper off his line, press Left-C to lob. Laugh as he back peddles to try and catch the ball.

## TOP-C

Top-C is used to play a delicate pass to a team mate, and is great for beating the offside trap.

## RIGHT-C

Beating Brazil or Italy takes time, so use Right-C to hit a one-two. Best used on the wing or near the penalty area.

## BOTTOM-C

If a defender is breathing down your neck as you bear down on the box, hit Bottom-C for a quick burst of speed.



## 3D STICK

Used to move your players around the pitch and to control the direction of any dead ball situations such as free-kicks, throw-ins and corners.

## B BUTTON

The B button is used to shoot the ball towards goal. Hold down B for a hard shot, or tap it for a softer kick.

## A BUTTON

If you want to get the ball in the back of the net, you've got to play the ball about the field. Use the A button to pass.



## I'VE GOT THE POWER

Scoring goals in ISS98 is an artform. With so many different shots available at your footballing fingertips, you'll be the next Alan Shearer or Michael Owen blasting your way to the top...



## CURL

Using a combo of 3D Stick and the Z-Trigger, you can create an aftertouch on your shot. Once you've got the hang of the ball's height, this is the next thing to go for if you want to bag a wonder strike.



## POWER

The first thing to work out is how much power to apply to the ball when you pass and shoot. Hold down the B button and your shot will have more power behind it than Linford Christie after eating a chicken vindaloo.



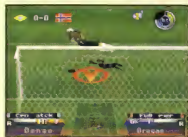


## JUST LOOK AT THAT!

ISS98 also has new camera angles which let you zoom out further for a better view of the pitch. There's also a Vertical Mode which flips the pitch through 90° so you can play up and down the pitch, instead of the usual left-to-right play.



You can play either horizontal or vertical in ISS98 so let's play some ball.



## FEVER PITCH

When the PAL version of ISS64 was released, it improved on the original Japanese cart with better Artificial Intelligence. You'll be pleased to know that ISS98 has gone one better. The goalkeepers have improved AI this time round, and they hurl themselves around the goalmouth with nimble moves that make David Seaman look like an amateur!



The improved AI makes it tougher to score.



Will England's shot make it 1-0?

## FANTASY FOOTBALL

A total of 54 teams can be selected, including six all-star line-ups. Whether you want to sample Brazilian Samba skills or wear your heart on your sleeve with a British side, they're all here. If you want to test your footy skills, the game also features some of the world's minnows such as Iran, Kazakhstan and Wales.



You can choose the pitch type and the 'keeper strength on the handicap options screen.

## MR MOTIVATOR

If you don't want your team to lie down and die, choose the Team Motivation option. If you're being drummed 5-0 with ten minutes left, or cruising to a 2-0 victory, this alters the way your players react. So, if you find yourself behind, your team will play with more determination.

## RE-RUN THE FUN

When you score a goal or commit a bone-crunching tackle, the action replay kicks-in. Instead of a single camera angle, ISS 98 features views from behind the goal and at a high angle from the edge of the pitch. The replays look amazing, and you'll want to see your goal again and again. And there's nothing like rubbing your opponent's nose in it by viewing that sweet strike from every angle.



Will England bag yet another goal against the boys from Down Under? Probably.

## FINAL WHISTLE!

ISS98 is expected on the UK scene soon, but transfer deadlines may mean a late summer release. It's shaping up to be the greatest footie game known to man. With amazing graphics and gameplay that makes Man U look like the Outer Hebridian Sunday League Pub Challenge Champions, ISS98 is packed with potential. The boys done well.

Offer applies to transparent Game Boy Pocket and Tetris game (the recommended retail price £44.99 and £12.50 respectively). To receive a Game Boy Pocket and Tetris application form, you must apply for and open a new Halifax Expresscash account as an Expresscash customer between 18th April and 30th June 1998. Once your account is open, you will receive the Game Boy Pocket application form with your Expresscash card. Only one Game Boy Pocket will be available per Expresscash customer. All Game Boy Pocket application forms must have been received by 14th July 1998. The minimum account opening balance is £10. The standard daily cash withdrawal from a cash machine is £50. Accounts can be opened at any branch of Halifax plc. The offer is subject to availability and may be withdrawn at any time without notice. Existing Expresscash customers who opened their account prior to 18th April 1998 will not be entitled to apply for the Game Boy Pocket TM & © are trademarks of Nintendo Co., Ltd. © 1998 Nintendo Co., Ltd. Halifax plc, Trinity Road, Halifax, West Yorkshire HX1 2NS.



## Take control.

**Banking level 1.** Fancy your own bank account? Somewhere to stash your hard earned cash? If you're 11-15 a Halifax Expresscash card allows you to get to your money from over 17,000 cash machines and also check your balance, make deposits and receive statements from most Halifax cash machines. And you don't



even need to worry about spending more than you've got because you can't. To reach this level of independence and clinch a Game Boy Pocket plus Tetris for just £14.99, fill in the coupon or telephone us free on 0800 021 120 to receive an application form. Just make sure you open your account before June 30th.

**Expresscash helps you get to your money. (And get a Game Boy Pocket.)**

For an Expresscash application form send to Halifax plc, FREEPOST CV1037, P.O. Box 200, Stratford Upon Avon CV37 9BR.

Name..... Address.....

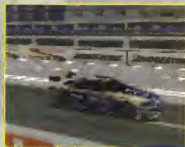
Postcode.....

Nintendo

**HALIFAX**  
Get a little extra help.

**T**op Gear Rally was every Nintendo driver's wheel-spinnin', pant-wettin' ride of a lifetime. It was the best thing out and left the others for dust. But then they didn't count on Ocean's new racer, GT Club 64...

The first racing sims on the N64 really weren't much cop, were they? What we were served up with was a mish-mash of duff and boring titles. Multi Racing Championship, F1 Pole Position 64, Lamborghini 64 and San Shamisco Rush — what's been going on? Only the outstanding Top Gear Rally saved the N64's racing bacon. But sizzling away nicely with lashings of greased lightning is Ocean's GT Club 64. Featuring some of the hottest machines on four wheels, this'll serve up a treat, so let's go loopy in the fast lane...



# GT CLUB 64

## EASY RIDER

Before hitting the track there's a load of options for you to choose first. As well as automatic and manual gears, there are three difficulty settings: easy, medium and hard — as well as the choice to race over 3, 6, 12 or 24 laps. Before starting the race proper there's also the choice of a free run and getting a good qualifying time.



Building entries on a post-apocalyptic dirt track



## THE RED ARROWS

Each track is divided into yellow and blue routes on the course map. The yellow track shows the shorter race while the blue track highlights the longer track. Each one is raced in the Championship Mode and you can choose either course in Battle and Time Trial modes. As you race round, the direction of the next bend will flash up. Don't worry about blue arrows, they just warn you about simple corners and zippy chicanes. But if a red arrow starts to flash, slam on the brakes 'cos there's a really tight bend or a U-turn coming at you which won't be messed with.





## PORSCHE SPICE

Stop right now, thank you very much, I've got some cars that need a human touch. Ever wanted to know what that edge-of-your-seat feeling is like? GT Club 64 offers some of the world's most powerful cars to chuck about. With 14 mean machines to choose from, and manual or automatic gears, you'll put the pedal to the metal with these mechanical monsters.



### SKYLINE 1 (NO.2)

**DRIVERS** Suzuki, Comas  
**ENGINE POWER** 6800 rpm  
**COLOUR** Blue and white



### MUGEN (NO.18)

**DRIVERS** Yamamoto, Kurosawa  
**ENGINE POWER** N/A  
**COLOUR** Blue and white



### DIABLO (NO.88)

**DRIVERS** Tajima, Goossens  
**ENGINE POWER** 6800 rpm  
**COLOUR** Blue and white



### SUPRA 1 (NO.5)

**DRIVERS** Tajima, Goossens  
**ENGINE POWER** 6800 rpm  
**COLOUR** Blue and white



### SUPRA 2 (NO.36)

**DRIVERS** Krumm, Rosa  
**ENGINE POWER** 6800 rpm  
**COLOUR** Red and green



### SKYLINE 2 (NO.3)

**DRIVERS** Haseim, Tanaka  
**ENGINE POWER** 6300 rpm  
**COLOUR** Red and white

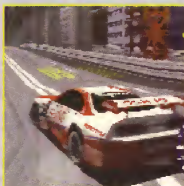


### RAYBRIG (NO.100)

**DRIVERS** Iida, Takahashi  
**ENGINE POWER** N/A  
**COLOUR** Blue



A close-up view of the Supra 1 (No.5) driving on a track.



## CRUISE CONTROL

With some of the best motors in the world, GT Club 64 lets you take them for a cruise on three different tracks to test your driving skills. Each course is split into two separate sections: a short and a long circuit. Every track has loads of hazards, so poise your finger over the brake as you slide into hairpin bends, skid across filthy mud tracks and lurch through blind tunnels...

### KYOTO GP

Kyoto's the easiest course in the game, and is the best one to cut your teeth on. It's packed full of straights and with only a few corners to take, it should be a doddle.



### LOOK OUT FOR...

There's one very sharp corner halfway through the course. Master this hairpin and you'll have it sussed.



### LAKE FUJI

The second track, Lake Fuji, is no Sunday afternoon drive. You'll have to be more of an expert than David Beckham at taking corners to survive the perils of this track.



### BEWARE...

The last corner. It looks easy from a distance, but so does Mount Everest. Ease up round the rock face or you'll slide on the grass.



### TOKYO GP

The third track in the game and the one with the most hazards. A car with the best grip is good for this course 'cos there's some very sharp corners.



### LOOK OUT FOR...

The U-bend at the end of the first straight. It's a tester, so drop your speed to get round it or you'll be history.



### EXCLUSIVE TIP

For those of you desperate for more info on GT Club 64, here's an exclusive tip. If you manage to win a championship season using the 24-lap option, a brand new American course will be revealed. Tops!



### 3D STICK

This is used to drive your car. By turning the Stick left and right you'll be able to throw it round corners, through chicanes and around other traffic.

### Z-TRIGGER

Again, if you'd rather drive with manual instead of automatic gears, press the Z-Trigger to go down a gear. There's also a reverse gear.

### B BUTTON

If you want to improve your times and take the chequered flag, then you'll have to master braking to stop slamming into the side of the track.

### RIGHT SHOULDER

If you choose to drive with manual gears, press the Right Shoulder Button to move up one when it starts to over-rev. Highest gear possible is fifth.

### C-BUTTONS

The Top and Bottom C buttons change the camera view, while the Left and Right C buttons show the course from both sides of the track.

### A BUTTON

If you want to lead from the front you're going to have to drive, and the only way to do that is to hit the accelerator. Press the A button to burn rubber.



## DRIVING ME CRAZY

If the range of challenging tracks and four-wheel fun hasn't made you hungry for more hot GT Club 64's action, then maybe this'll do the trick. There's three different gaming features included, with some great one-player fun and a two-player option as well...



### CHAMPIONSHIP

Take your team on a rallying roller coaster ride as you experience the highs and lows of a racing season. Will you be spraying the opposition with champagne, or walking back to the pits?



### TIME TRIAL

Try to become a record-breaking racer in the time trial mode. Beat the clock but remember to brake into bends to take the corners tight and floor it on the long straights. Bag the best time over three laps to get the top slot.

### BATTLE

Go one-on-one with a computer racer or pip your pal to the finishing post in GT Club 64's split screen battle mode option. Throw your wheels about and bump and scrape it as you push your car to the limit over three laps.







## KWIK-FIT FITTERS

Ever wondered why you struggle for grip on a wet track? Then this is the place for you. Get your dirty dungarees, dip stick and oily rag out 'cos GT Club 64 lets you change seven of your car's components. Tyres, front and rear suspension and your spoilers can all be tweaked to suit your style of driving.



## I'M WALKING ON SUNSHINE

You're not going to get an easy life in the fast lane in GT Club 64 'cos the weather's gonna chuck just about anything it likes at your motor. Boiling hot sunshine'll make high speeds and cornering fairly easy but if you find yourself being pummelled with torrential rain, have your foot ready on the brake 'cos you're liable to skid and crash if you overdo it.



## IN THE DRIVING SEAT

Whether you're a beginner or have been playing driving games since the wheel was invented, GT Club 64 aims to please. It even includes four different camera views to choose from...

### THE IN-CAR VIEW

This is definitely one for the experts. You'll feel every crash and skid as you cruise across town.



### OVER THE BONNET VIEW

There isn't a lot of difference between the bonnet and the in-car view. They both satisfy once mastered.



### BEHIND CAR (NEAR)

Not the best angle from behind the car 'cos it's not too clear where the road goes, but go on, give it a bash.



### BEHIND CAR (FAR)

One of the best camera angles to choose. Easy to handle for beginners and experts alike.



### BEHIND CAR (OVERHEAD)

Arguably the favourite view of die-hard racers. You'll spot the corners coming and how tight to drive round 'em.



## STOP PRESS!

Ocean's GT Club 64 is expected to arrive in the UK towards the end of June. All of us here at ONM are hoping this will be the answer to our prayers for an outstanding N64 racing game. So keep 'em peeled for a future issue to find out if this is the definitive racing game to have in your collection...





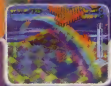
# is it pool?



No. But it is one of those games you just have to dip into time and time again. Hard to explain, difficult to put down, Wetrix is the water based solution to your gaming needs. Play it on your own or against friends and you'll be hooked from the very start.

## wetrix

DROP EVERYTHING



**ocean**

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**ZED TWO**  
GAME DESIGN STUDIO

## FORSAKEN



**F**orsaken's almost ready to roll and one thing's for sure, it's going to be the fastest game the N64's ever seen.

Forsaken's come a long way since we first featured it back in December. The latest version we've got our hands on has even more dizzying levels, deadlier enemies and bigger weapons. Missions are more challenging, so you have to use your noggin as well as your trigger finger, and the multiplayer mode also looks fantastic, though the speed really does take some getting used to. It's shaping up to be one hell of a ride, just don't forget to take a sick bag with you...



## GAME ON

Forsaken features three distinctive game modes — two single player and a 'death match' for up to four players.



## SINGLE PLAYER

The main single player game is based on a number of scenarios and objectives. The easiest simply involves killing everything, but others include planting bombs and escaping before they go off, or defending an area from other bounty hunters.



## MULTIPLAYER

This option allows you to take on up to three mates in a head-to-head battle. Even when all four players are up and running, and there's all kinds of mayhem on the screen, it all still runs impressively fast and smooth.



## BATTLE MODE

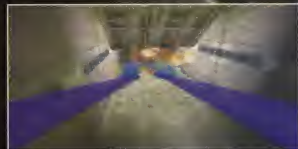
Here's where you'll need your wits about you. There are eight different battle missions which pit you against the other bounty hunters. This is a lot like playing a death match game, only on your own, which is handy for sad people with no friends.

## TRICKS OF THE TIRADE

It's suicide tackling a room full of robots head-on — unless you're well topped up beforehand. If you're not, there are a few alternative moves.

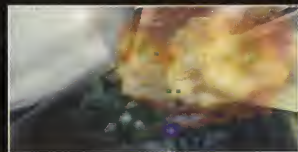


Use the strafe buttons to sneak a look around a corner, fire off some shots, then hide.



Another good use for mines is detonating them yourself. Drop one, flip your bike around and shoot it to set it off.

An even better way to clear a room is with the awesome Titan missile. Watch out though, it's easy to get caught in the blast.



## BOUNTY BARS

You're not the only bounty hunter whizzing around in search of action and cash. From time to time others appear to make your life hell — interfering with missions and, quite often, depriving you of life.



**ABOVE** It's tough playing with the external view.

**ABOVE RIGHT** That thing on top is one of your orbital pulsars.

**RIGHT** That's no way to land. It's goodnight Vienna.



## CRASH AND BURN

Even when you've gunned down a robot it's still dangerous. Unless you completely destroy it, it'll crash to the ground spewing out flames. When it hits, it explodes, damaging you if you're too close. Other times it'll spin around crazily 'til you finish it off.



Some robots can still fire in the middle of their death throes.



Others veer off and crash harmlessly into walls.



While some burst into flames and smash into you.

## HUD'S UP

The sight in the centre of the screen does more than show you where to shoot. Everything you need to know about your weapons is shown here.

This bar is for primary weapons that have to be powered-up

Current primary and secondary weapons

Shield and hull status.

This is the number of attacks your secondary weapon has left

This gauge shows how much ammo your current weapon has

Shield strength of the level's boss.

Shows weapon power and number of orbs

## BREAKING OUT

Even when a mission calls for something as simple as clearing all the enemies from a level, you've still got to engage your brain before your trigger finger...

(1) You start a level armed only with your puny Pulsar, leaving you incredibly vulnerable and as hard as a choirboy.

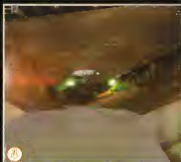
(2) Thumb the accelerate button and change direction to avoid being hit.

(3) Get into the clear by heading for the nearest available tunnel...

(4) ... which will usually have a gun emplacement to avoid.

(5) Once you're in the clear, start hunting for power-ups.

(6) Head back again and prove to the world that actually, you're quite hard.



## STRIKE A LIGHT

It's impossible for still screenshots to do Forsaken justice. You have to see it up and running to appreciate just how fast and smooth it is. The lighting effects are equally stunning, especially when you launch a laser down a dark corridor.



## DIZZY HEIGHTS

Unlike many other 3D games, Forsaken lets you whizz around absolutely anywhere from ceilings in gigantic chambers to narrow passageways. One moment you're rocketing along horizontally, the next you're flipping through 180 degrees wondering why your bowels are trying to escape through your ears.



It takes a little while to master the controls and get up and running...



... but there'll be no end of destruction when you learn to bust some moves.

## READY TO RUMBLE

Seeing that you start each level armed with puny weapons, tracking down new bits of hardware is essential for survival. Fortunately each stage is packed full of pick-ups — and here are a few of our favourites...

### BEAM LASER

Slices through enemies and doesn't require ammo, but overheats and cuts out if over used, which ain't too clever.



### SUSS-GUN

Death-spewing rapid fire mayhem. Perfect for... if you blunder into a chamber of robots that need a violent death.



### MIMES

These come in various potent forms. Drop one off, run away and watch as pursuing enemies mash themselves.



### MULTIPLE FIRE ROCKET LAUNCHER

Use with the Beam Laser and you're granted an official seal of hardness — 'til you run of rockets.



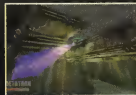
### ORBS

Your plastic pals. These whirr around you streaming out bullets every time you hit fire. Collect up to four.



### SCATTER

The bigger something is, the better it has to be, and as missiles come there are few which can match corker.



### PULSAR

This is to firepower what chairs are to food. A hard stare would do more damage. Naturally, it's your starting weapon.



### GRAVCON

Creates a force field which sucks enemies in — making them sitting ducks. Great for head-to-head games.





## DRIVING YOU CRAZY

The bounty hunters in *Forsaken*, of which you are one, get around on nifty hover bikes. While this is a particularly handy mode of transport, they're dead tricky to drive. If you really want to learn how to zip around levels, it's worth investing a bit of time learning how to take corners and tunnels flat out. To begin with, though, it's very easy to find yourself smashing into walls or misjudging turns — leaving you a sitting duck in the face of enemy fire.



The laser effects are ace.



Another mek bites the dust.



## MISSION: POSSIBLE

To balance the gameplay, and make life tougher for experts, the missions often come up out of sync. If you do particularly well on the first level, you'll find your next mission is drawn from later in the game. This obvious benefit of this is that you're less likely to get stuck on a level while you're learning to drive your hover bike.



There's a big door dead ahead and it's locked. That means whatever's behind it has to be: (1) a good source of power-ups and toys, or (2) very, very dangerous.



As usual in the future, keys have been done away with, so have palm prints and eyeball scans. Instead, you're on the lookout for mad glowing Lego bricks...

## ROAMIN' AROUND

*Forsaken*'s pace is one of the main reasons why it's such a hot prospect. But it's not all about pegging it through levels killing everything. A bit of logical thinking is also called for. Allow us to demonstrate:



... just like this one. Collide with it and a message telling you 'door unlocked' appears. Good, but it doesn't necessarily mean it's unlocked the door you want to get through.



Right key, right door, new bit of the level. Make sure you're nicely toiled up before entering. Y'know, better safe than sorry.



Oh well, no toys — just a ruddy great boss. You did remember to collect plenty of power-ups before hand. Didn't you?

**"SHOULDN'T  
Have asked him  
To Play The  
Bee-Gees"  
THOUGHT NORM.**



**a BREAK FROM  
The NORM™**

Greetings, gamers. You won't believe the Goldeneye tips my cheating cronies found this month. Thirty one (count 'em!) new Deathmatch characters! Now you can make your mates look completely dopey – pick the tea-lady and stick a gun muzzle up their nose! Enjoy.

# WIN WITH WARIO

## PICCHES PLEASE!

Send a photo of your handsome/beautiful selves and, if your cheat is one of the five winners, you'll also receive instant fame by seeing your pic printed in the mag. Pull a funny face and there'll be even more chance of seeing your mug in ONM.



## WARIO'S MOST WANTED



Send me your favourite cheat and you could be the proud owner of an N64 MakoPad controller and Tremor Pack, courtesy of those smiley people at Interact.

### THIS MONTH WARIO WANTS...

#### SUPER NES/GAME BOY

Yoshi's Island, Actraiser, UN Squadron, Axelay, Chrono Trigger, Zelda: A Link To The Past, Super Metroid, Super Mario RPG, Animaniacs, Super Punch Out.

### NINTENDO 64

Mischief Makers, Bomberman 64, WCW

Vs NWO, Diddy Kong Racing shortcuts.



## FIFA: RTTWC '98

NINTENDO

### ★ SEE VICTORY CELEBRATIONS

Go to the Player Edit mode, pick Japan and enter NORIE (all capital letters) as the player name. Go to the Round Select screen in Road To The World Cup and press Z-Trigger + Left-C + Up-C together. You'll see a new screen, so choose from A to G to see eight different endings.



Simply enter the correct name...



... for a different celebration here.

### ★ HOT POTATO MODE

Go to the Player Edit mode. Pick the Republic of Ireland (under UEFA) and change your name to SPUD (all capitals). When you've finished you should see the player celebrate. When you start you'll have to play a quick passing game 'cos you won't be able to dribble too long without falling on your ass!

### ★ UNLIMITED PLAYER POINTS

Use this when you're constructing your own team and you want a points advantage. Call up Vancouver (under USA) and change your player name to DAVE (all capitals). The player will celebrate if you enter the cheat correctly. Go to the Edit Attributes option and you can raise each player's points to 99!

### ★ NEVER LOSE!

**Winner! Ashley Hales, Bridgend, Wales.**

If you're losing against the computer, go to the Controller Select screen and change your controller to the other side. Score as many own goals as you need then, before the end of the game, switch back to your original side to win!

## MACE: THE DARK AGE

NINTENDO 64

### ★ UNLIMITED LIVES

Not a cheat, but a way of fooling your N64 into giving you as many lives as you like. First, make sure you have two controllers plugged in. Start a one-player game, lose, then continue. Once you've started the next match, press Start on the other controller as if a new challenger is entering the arena. Join in, let player two win the contest then lose the next bout. Now, when the CPU asks if you want to continue, press Start on Player One's controller. Keep repeating this and you can play 'til your heart's content.

### ★ SMALL CHARACTERS

Highlight and press Start on each of these characters in the player select screen: Takeshi, Al Rashid, Ragnar and Xiao Long.



The Mace boys aren't so hard when shrunk.





## GOLDENEYE 007 NINTENDO 64

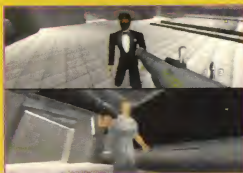


### THIRTY ONE EXTRA DEATHMATCH CONTENDERS!

Winner! Lewis Forrest, Slough.

This awesome tip first surfaced in America, and young Lewis Forrest was the first to send it to me. The code allows you to play as the Rare coders in tuxedos, a terrorist, a biker and even a tea-lady! To input this cheat, access the Character Select screen in Multiplay mode. Hit these buttons and the new characters will appear.

- (1) HOLD L + R AND PRESS LEFT-C
- (2) HOLD L AND PRESS UP-C
- (3) HOLD L + R AND PRESS D-PAD LEFT
- (4) HOLD L AND PRESS D-PAD RIGHT
- (5) HOLD R AND PRESS D-PAD DOWN
- (6) HOLD L + R AND PRESS LEFT-C
- (7) HOLD L AND PRESS UP-C
- (8) HOLD L AND PRESS D-PAD RIGHT
- (9) HOLD L + R AND PRESS DOWN-C
- (10) HOLD L AND PRESS D-PAD DOWN



Extra Deathmatch characters include a tea-lady. That'll teach you to complain that your coffee was too weak!



### HIDDEN WEAPON IN TRAIN

When you start the Train level, turn left at the first door and you'll see two boxes stacked on top of each other. Blow them up and, depending on what difficulty setting you're on, you'll get either a DD44 Dostoevi or a nifty RCP90.



### SHOOT TANK SHELLS FROM YOUR FOREHEAD!

Winner! Adam W Fitzpatrick, Solihull, W Midlands.

This only works in levels with the tank. You'll also need to have gained the Infinite Ammo cheat by completing the Control Level on Secret Agent in less than 10 minutes. Ready? Let's go. Get on top of the tank. Switch your weapon to the one just before the Tank Shells. Then switch to Tank Shells and jump off the tank at the same time. This takes a little practice but, when complete, you'll still have the Tank Shells and, when you press fire, they shoot from your forehead!



### WATER CAVERN MAGIC BOX

You can't use two K77 Assault Rifles anywhere else in the game except here. Go to the Radio Room in the Water Caverns. When shot, one of the boxes here will split into two, then magically change into computer monitors. Shoot the monitors and the second Assault Rifle will appear.



### SLAP JAWS TO DEATH!

To prove how hard you are, go to the Aztec level, find Jaws, stay close to him and slap him as quickly as you can. 'Cos you're close to him he won't be able to shoot you with his long muzzled gun and, after a few choice slaps, he'll topple to the ground. 'Ard as nails, ain't ya...?



### EXTRA SNIPER SIGHT

Winner! Joseph Smith, Notts.

Simple but effective. After pressing the Right Shoulder to get your sight with the Sniper Rifle, press Up-C to extend the telescopic sight even further!



Normal Sniper Rifle sight...



... and EXTRA LONG sight. Cool!

## WCW VS NWO WORLD TOUR NINTENDO 64



### BREAK HOLDS EVERY TIME

One way to win a bout is to use a hold or submission. With a move to break these every time, you'll be virtually indestructible. When you're being held or forced into a submission, tap the 3D Stick in any direction a couple of times and you'll automatically break free.



### PREVENT ROPE BREAKS

Nothing's more annoying than seeing your well-practiced floor pin or lock broken by the referee 'cos you're too near the ropes. There's a way round it, though. If you've just knocked your opponent to the ground and they're close to the ropes, go near them and hold the Left Shoulder button and the 3D Stick in the direction you want to go to drag them. Once they're clear of the ropes, slam their butt!



### SOMERSAULT ROLL

Here's a move which isn't listed in the instruction manual. When running, try pressing the Right Shoulder to see your character perform a forward roll. You can use this to escape attacks when your spirit's low or, in attack, to knock an opponent off his feet.



RIGHT That's gotta hurt!

LEFT Hope he's got clean undies on...





WIN WITH  
**WARIO**

## DARK RIFT

NINTENDO 64



### SEE ALL THE CHARACTER ENDINGS

Warning, warning! Cheat alert! Don't repeat - DON'T use these cheats if you want to earn the endings properly. However, if you fight like Princess Peach with the flu, try these codes. They should all be performed on the Title Screen.



#### AARON

D-Pad Up, Left-C, Right Shoulder, D-Pad Right, D-Pad Down, Right Shoulder twice, Left-C.



#### DEROMICA

D-Pad Up, Left-C, Right Shoulder, D-Pad Right, D-Pad Down, Right Shoulder twice, Up-C.



#### DERWTRON

D-Pad Up, Left-C, Right Shoulder, D-Pad Right, D-Pad Down, Left Shoulder twice, Down-C.



TITLE SCREEN: L, R, ▲, ▼, ◀, ▶

Cheat your way to the DR endings.



#### GORE

D-Pad Up, Left-C, Right Shoulder, D-Pad Right, D-Pad Down, Right Shoulder twice, Down-C.



TITLE SCREEN: L, R, ▲, ▼, ◀, ▶



#### EVE

D-Pad Up, Left-C, Right Shoulder, D-Pad Right, D-Pad Down, Right Shoulder twice, Right-C.



TITLE SCREEN: L, R, ▲, ▼, ◀, ▶



#### ZEMURON

D-Pad Up, Left-C, Right Shoulder, D-Pad Right, D-Pad Down, Left Shoulder twice, Right-C.



#### MORPHIX

D-Pad Up, Left-C, Right Shoulder, D-Pad Right, D-Pad Down, Right Shoulder twice, B.



TITLE SCREEN: L, R, ▲, ▼, ◀, ▶



#### NIKKO

D-Pad Up, Left-C, Right Shoulder, D-Pad Right, D-Pad Down, Right Shoulder twice, A button.



#### SCARLET

D-Pad Up, Left-C, Right Shoulder, D-Pad Right, D-Pad Down, Left Shoulder twice, Left-C button.



#### SONORX

D-Pad Up, Left-C, Right Shoulder, D-Pad Right, D-Pad Down, Left Shoulder twice, Up-C button.



C'mon... Stand up and fight like a man!

## WAYNE GRETZKY'S 3D HOCKEY '98

NINTENDO 64



### HIDDEN TEAMS

Go to the Options screen and hold the Left Shoulder button. Still holding it, hit the C-Buttons in this order. Right, left, left, right, left, right, left, left. You can now select Hartford, Minnesota, Quebec and Winnipeg.

### DEBUG MODE

Like the last Gretzky title, there's a facility to shape the players. Go to the Options screen and press Down-C + Right Shoulder button. At the bottom of the screen a set of 16 numbers will appear that you can use to change the size of the players. Use these instructions to change the numbers...

- Down-C + Right Shoulder button: changes head size.
- Left-C + Right Shoulder button: changes body size.
- Up-C + Right Shoulder button: changes height.



Experiment to see different sizes. Remember, you can only alter the first six numbers. Try these for size...

- 100000 Stocky players.
- 010101 Large players, large heads, huge announcer.
- 000010 Crunched players, small announcer.



Now you can squash and stretch Gretzky and his mates.



## BOMBERMAN 64

NINTENDO 64

Winner Colin Higgins, Surrey.

### SECRET BATTLE STAGES

When you're on the Select Game screen, where you choose between Adventure or Battle mode etc, keep pressing Start VERY quickly 'til you hear a chime. When you choose Battle Mode you'll have four new arenas called In The Gutter, Sea Sick, Blizzard Battle and Lost At Sea.



## F1 POLE POSITION

NINTENDO 64



### SECRET CAR

Finish the game and take the World Champion title. Save your results to a Memory Pak and restart the game. When the screen says Please Wait: Loading, press and hold the A + B buttons. Now go to the car select screen and there should be a new racer to try.



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## NHL BREAKAWAY '98

NINTENDO 64



### OPPONENT WITHOUT GOALIE

This is a handy glitch if you want to get through the game with minimal effort. After you start playing, go to Game Settings by pressing Start. Go to Controller Select and change to the other team. Then, under Team Options, select Pull Goalie. Then change the controller back again to the team you started with and you'll find there's no opposition goalie to block your shots. Now complete the game with ease...



ABOVE Now you can cheat your way to the top of the league.

## NAGANO WINTER OLYMPICS '98

NINTENDO 64



### SKI ON YOUR HEAD

No, this isn't a cheat to get a top breakdancer on the slopes, it's just a glitch to embarrass your mates when you're making mincemeat of 'em. To ski on your head, go to Olympic Mode and select Freestyle Aerials. Pick any trick. As you speed down the hill, don't press any buttons. Wait 'til you've left the ramp then quickly tap the B button. If you land properly the skier will jump forward, land on his head and continue to ski on his noggin. Crazy, man!



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▼ SECOND FOLD ▼

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# GOLDENEYE MULTIPLAY GUIDE



Goldeneye multiplayer deathmatches are still a firm ONM office fave. Even though loads has been written about the one player mode, little has been revealed about the Deathmatch. 'Til now, that is...



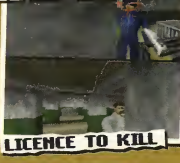
Modes of play **STOP**  
Special tactics to employ within **STOP**

## GOLDENEYE-MULTIPLAY GUIDE



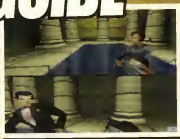
**NORMAL**

Run around shooting whoever crosses the path of your gun. There are no overall tactics for this mode.



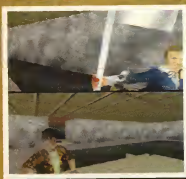
**LICENCE TO KILL**

Red screens are NOT what you want, so use a little stealth in your tactics.



It's one shot, one kill – so Body Armour is useless. Running around like you're invincible is also not advised. Charging about the place like Rambo may be fun, but dying isn't. DON'T do this!

### LIVING DAYLIGHTS



Hunt! Hunt! Quick! Quick!

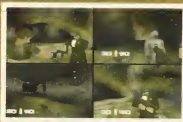
Flag tag. Keep the flag for longer than anyone else.



Get Body Armour first if you can. You can't pick it up or fire weapons when holding the flag.

### YOU ONLY LIVE TWICE

This is for people who like to be stealthy instead of playing bloodthirsty war games. You only have two lives, last one standing is the winner. Unfortunately, cowardly players tend to hide 'til the end and pounce in with full health to gain victory. If one of your mates does this, try making a temporary truce with the other players and hunt down that pesky weed.



Someone's hiding! Let's get 'em!



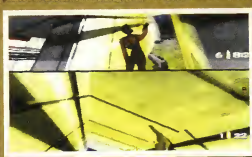
The final two-on-two shoot out.

### MAN WITH THE GOLDEN GUN

Somewhere on this level is a Golden Gun which will give a one hit, one kill advantage. You can't pick up Body Armour when you have the gun. The Golden Gun fires single shots with a delay between. Use this to your advantage by showering the Golden holder with bullets between shots.



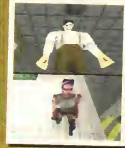
One shot with this and you're history!



If you don't get the gun, use hit and run tactics. Sneak up on the Golden Gun holder or hide and wait...

### GOLDEN RULE: LEARN THOSE LEVELS

Find the best places in each level for, say, hiding and ambushing or circle strafing. This is the best way to get an edge over your hapless opponents.





# WIN WITH WARIO

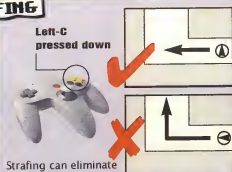
## Player tactics and tricks STOP

### STRAFFING AND CIRCLE STRAFING

Strafing is faster than using the Stick to walk, giving you an edge when chasing or being chased. Use the 3D Stick AND the strafe buttons to walk diagonally and throw your opponents' auto-aim off.



Use strafing to avoid incoming fire. Ha, ha! I strafed! Missed me!

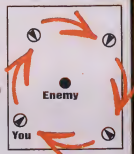


Strafing can eliminate blind spots. Use just the 3D Stick to turn and there'll be times when you're totally blind. This allows whoever's lurking behind a corner to shoot before you even see them. Move sideways around the bend and you'll see the other side as soon as possible.

Left-C pressed down



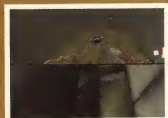
3D Stick in Up-Right position



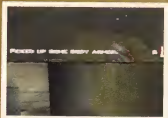
Circle strafing is used to move around a foe while keeping them in your sights. Press Up-Left or Up-Right on the 3D Stick and the left or right C-Button depending on whether you want to circle clockwise or anti-clockwise. If your foe does the same, ease up on the Stick to tighten your circle 'til they move into your sight.

### BODY ARMOUR BLUES

Look at the sequence below. If you couldn't care less about sportsmanship, this is ideal. The Temple is a good place for this as there's only one piece of Armour and it's in a dead-end, a good vantage point to spot approaching opponents. Stand in front of it with your back to the wall and, if you're caught in a shoot-out, you'll be knocked back on to the Armour, boosting your energy.



Find the blue Body Armour.



Grab it quickly.



Wait for unwitting victims.



And give 'em an early death!



Fortunately, there are several ways of dealing with cowards. Try circle strafing 'em to outlast them, not too difficult if you're good. Or, try luring them away from the armour in the middle of battle and running to it at the right moment...

... Or you can just avoid 'em and leave them out, continuing with the rest of your mates. This isn't helpful when playing with just one other.

### DUCKING AND LEANING

As obvious as leaning and ducking may seem, few people use it in Multiplay. Barrels, boxes, doors and walls can all be used to lean out from or to duck behind, giving you a place for ambush or time to reload. Don't get carried away with leaning or ducking, though. Watch for people sneaking up from behind!



I can seeee youuu! But YOU can't see me!



Lean around corners and only halt your body shows. Sneaky!



If an enemy shoots at you, let go of the sight and you'll pop back.

### SNIPER SIGHT



No sniper sight.



Normal sniper sight.

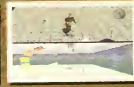


Double sight, press Up-C with the Right Shoulder.

The telescope sight should only be used for sniping as it doesn't fire rapidly. Press Up-C to zoom further, but when doing this your sight width narrows so you can't see as far left and right as you can with normal targeting.



All's quiet, but who's that coming?



Target your enemy and fire.



DON'T re-aim with the sight on. It moves sideways too slowly.



Take the sight off then move left or right. It's much faster.



When you think you've got 'em, re-aim with the sight and fire.



# GOLDENEYE MULTIPLAY GUIDE



## SCROLL THROUGH WEAPONS BACKWARDS

One of the most annoying and risky things to do in Multiplay is to scroll past the weapon you want, meaning you'll have to go all the way through to get to it again. Not any more! If you hold A and press the Z-Trigger, you'll scroll through your weapons in reverse.

### MINES



Remote mines are placed on an opposite wall as the player approaches.



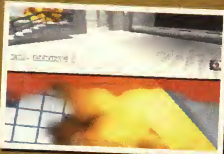
The other player is walking into no man's land, like a lamb to the slaughter!



Now death is imminent... BLAA! That's how ya to mess with Bond...

It's important that mine explosions affect a certain area, regardless of whether a wall is in the way or not. Same goes with rockets. If someone is directly above you, try shooting the ceiling 'cos the fire will seep upward through the floor. This is especially satisfying in Licence To Kill mode.

Make sure you don't plant your mines in too obvious a place as your opponent will spot them or shoot and detonate them. Try to place mines in locations that are hard to see like on the inside of doors or in dark, dank corners.



## THE FLOATING MINES TRICK



This little trick only works on the Bunker level of Multiplay.

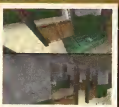
Go to the room with the big screen and throw a mine on each of the eight suspended TV monitors.

Detonate them.

The next time you throw a mine it'll float in mid air. Now plan awesome traps.



## THE INVISIBLE MINES TRICK



This terrific trick can be used on any Multiplay level. Throw a mine onto a weapon or ammo box on the floor.

Pick the box up.

The mine will now be invisible. Your foe will enter the room and see nothing, even if a new weapon or ammo box appears.

It's too late... BANG!



## Level tactics STOP

Only one piece of Body Armour on this level, down through the central passage in the top room. It's easily defensible as it's down a dead-end. Most of the rooms in this level are big and demand circle strafing when you see an enemy.



### TEMPLE



The room with the hole in the ceiling and the light on the floor is where the Golden Gun, Rocket Launcher and Power Weapons always appear.

Here's another place in the Temple where Power Weapons appear.

### BUNKER

This level has many spots which are ideal for planting mines as there are loads of thin walls and doors. These can also be shot through with Power Weapons.

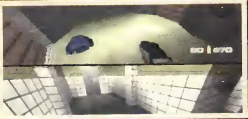


### FACILITY

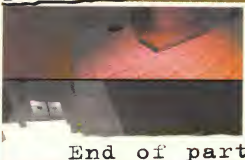


All the metal doors on this level can be pierced with weapons like the RCP90 and the AR-33 Assault Rifle. Armoured glass (usually next to the metal Security Doors) can be shot through with the Magnum.

There are two pieces of Body Armour on this level, at opposite ends. One piece is at the bottom of the stairs near the toilets. The other is at the far end of the hall past the security doors.



## BUNKER BODY ARMOUR



One piece is in the yellow/black striped area where the Drone Guns are in One Player mode. The other is in the large storeroom where the Casualties List is in the One Player quest.

End of part one STOP



WIN WITH  
**WARIO**

# WCW vs. nWo

## ★ WORLD TOUR ★

### MORE MANIC MOVES TO MASTER!

#### LEX LUGER

**Weight:** 16.9 stones  
**Height:** 6 feet, four inches  
**Signature Move:** Torture Rack

Lex Luger must enjoy physical sports. Having already had a career in the NFL, CFL and USFL American Football leagues, Luger joined the WCW and achieved great success as a pro wrestler.



#### TORTURE RACK

Get the flashing Special Gauge and move behind your dazed opponent. Hold A for a strong grapple and tap the 3D Stick.



A real back breaker, this one! A limp Sting is pulled on the shoulders and has his back twisted.

#### STANDING CLOTHESLINE

First hold A for a strong grapple and press up and the B button.



Lex Luger loves carrying people on his shoulders. Maybe his dad was a brick-layer!

**B**y now you'll have perfected all the fearsome tricks we taught you last month. So it's time to climb back into the ring and pummel the opposition once more. Seconds out... round two!

## RICK STEINER

**Weight:** 15.5 stones

**Height:** 5 feet, 11 inches

**Signature Move:** Canadian Backbreaker

Nicknamed The Dog-Faced Gremlin, Rick Steiner taunts his opponents with his 'woof woof' catchphrase, a dog collar and really silly head-gear. What a bizarre sport this is...



## CANADIAN BACKBREAKER

Hold **A** for a strong grapple, then press **D-Pad Up** and the **B** button.



This move's similar to Lex Luger's Clothesline, but there's also a tip-slam for good measure.

## STEINERLINE

Hold **A** for a strong grapple, then press **D-Pad Up** and the **A** button.



Rick Steiner uses off-balance swaying to his advantage and flings his opponent, neck-first, to the canvas.

## SCOTT NORTON

**Weight:** 21 stones

**Height:** 6 feet, 3 inches

**Signature Move:** Shoulder Breaker

Scott Norton is a fearsome, powerful wrestler who won't be moved or beaten without an apocalyptic brawl. A solid choice for WCW vs. NWO players.



## SHOULDER BREAKER

Tap **A** for a weak grapple, then quickly press **D-Pad Down** and the **B** button.



This move looks a little rude! Scott Norton turns his opponent 180-degrees and slams their shoulder with his knee.

## POWER BOMB

Hold **A** for a strong grapple then press **D-Pad Down** and the **B** button.



SLAM! Boys will be boys, won't they...?!

## RIC FLAIR

**Weight:** 15.2 stones

**Height:** 6 feet, 1 inch

**Signature Moves:** Flying Knee Drop/  
Figure-Four Leg Lock

Breathtaking entrances with his glittering robes and blonde hair have led 'Nature Boy' Ric Flair to his 13 World Championships.



## FIGURE FOUR LEG LOCK

With your opponent lying face-up on the mat, move near his legs and tap the **A** button.



A masterful move, this. In more moments, Flair puts his opponent in agony from the waist down.

## FLYING KNEE DROP

With the opponent laid out, move to the nearest turnbuckle and press the **Down-C** button.



I wouldn't accept any amount of money to have MY head stamped on like that!







# WIN WITH WARIO

## SCOTT HALL

**Weight:** 17.9 stones

**Height:** 6 feet, 7 inches

**Signature Move:** Outsider's Edge

The man who started it all, including both the NWO and WCW Leagues. Dark curls, rough stubble and cool shades complete his look.



## TOP ROPE OUTSIDER'S EDGE

Throw your opponent into the turnbuckle. Then hold A for a strong grapple and press D-Pad Up and A.



Cripes, that must hurt! Pain! And lots of it...

## PINNING OUTSIDER'S EDGE

Get the flashing Special Gauge, hold the A button for a strong grapple, then tap the 3D Stick.



In an extravagant show of strength, Scott Hall lifts Hulk Hogan over his shoulders into a submission hold.

## SCOTT STEINER

**Weight:** 14.7 stones

**Height:** 6 feet, 1 inch

**Signature Move:** Belly To Back Suplex

With an athletic physique and a big belly, make sure Scott Steiner doesn't get you to the mat or that mighty gut will be your downfall!



## BELLY TO BACK SUPLEX

Hold A for a strong grapple, then press D-Pad Up and the B button.



You'd think this was a friendly hug... 'til Scott performs a little flick and throws his attacker over his shoulders.

## FRANKENSTEINER

Throw your opponent to the ropes, then press D-Pad Up and the A button. Release the button just before he returns.



A throw against the ropes, a bounce and a flying headbutt to the groin. You'll have a tummy ache later, mate!

## STEVEN REGAL

**Weight:** 15.2 Stones

**Height:** 6 feet, 4 inches

**Signature Move:** Regal Stretch

Regal's snobby attitude has gained him a lot of enemies in the WCW League. He regularly puts down other competitors and doesn't appreciate attention from fans.



## REGAL STRETCH

With your opponent face up on the mat, move near his legs and tap the A button.



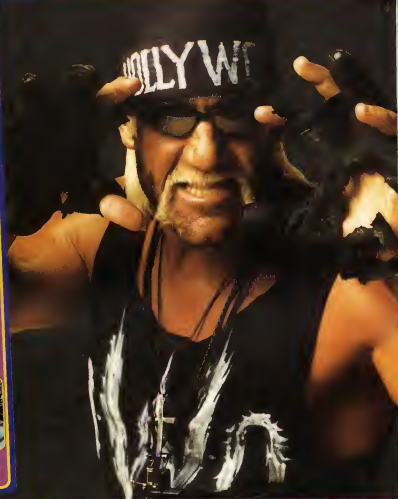
A backwards leg-lock leads to a neck-pin submission hold. It does the job.

## HOLDING ARM BAR

Tap the A button for a weak grapple, then press D-Pad Down and the B button.



This produces a twisting move that makes any opponent unable to resist Regal's power. Submission time!



# WCW VS NWO BEST MOVES



## STING

**Weight:** 16.25 stones  
**Height:** 6 feet, 2 inches  
**Signature Move:** Scorpion Death Lock

In a sad attempt to embarrass the WCW, the NWO has created a Sting lookalike. This impostor is much weaker than his WCW namesake, so he's little more than a pale imitation.



## SCORPION DEATH LOCK

With the opponent face-up on the mat, move near his legs and tap the A button.



Sting crosses his opponent's legs and locks them against each other. Is that Mr Pain knocking at the door...?

## SCORPION DEATH DROP

From behind your dazed opponent, hold A for a strong grapple and tap the A button again.



The groggy opponent doesn't know where Sting is! He's behind you! Uh-oh, too late. You're toast!

## SYXX

**Weight:** 13.75 stones  
**Height:** 6 feet, 1 inch  
**Signature Move:** Standing Buzz Killer

Syxx has a black belt in Tae Kwon Doe, and he uses moves like the Jumping Spin Wheel Kick to kick butt in the ring. If you see what we mean...



## STANDING BUZZ KILLER

From behind your groggy foe, hold A for a strong grapple and again tap the A button.



This head-lock type move doesn't look too painful - but it is when Syxx applies inward and upward pressure.

## FLYING GUILLOTINE

Hold A for a strong grapple, then quickly press D-Pad Up and the A button again.



Syxx pushes his opponent's head down viciously, climbs over him, mounts his neck and throws him to the mat.

## ULTIMO DRAGON

**Weight:** 11 Stones  
**Height:** 5 feet, 7 inches  
**Signature Move:** Dragon Sleeper

Born in Japan, Dragon moved to Mexico where he achieved wrestling fame. Once he held nine championship belts, which made taking his trousers off a time-consuming process.



## DRAGON SLEEPER

With your opponent face-up on the mat, move near his head and tap the A button.



With Black Ninja on the floor, Ultimo pushes his head to the side and locks his arms into a dynamite submission hold.

## DRAGONSTEINER

Throw your opponent to the turnbuckle, move near him, hold A for a strong grapple, then press D-Pad Up and the A button.



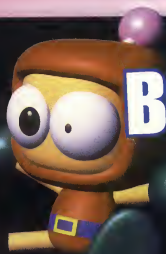
Ultimo lifts the Black Ninja onto the turnbuckle, climbs onto his shoulders and throws him down backwards.

THAT'S  
ALL  
FOLKS!



WIN WITH  
**WARIO**

We revealed everything about the first two B'man 64 levels last month. Now light that Fuse and run for cover as Red Mountain and White Glacier are blown apart...



# BOMBERMAN 64 GUIDE PART TWO.

Well done if you've managed to get this far. But the going gets tougher from now on. Before we go to the slopes of Red Mountain, here's a few pointers: the fourth Gold Card is found by killing 30 enemies and the fifth by completing the level in Target Time. Also, watch out for the fireballs. Listen carefully and, when the noise gets faster, run for cover.

## RED MOUNTAIN STAGE ONE

In the first stage all you've got to do is reach the exit (hopefully within the Target Time). There aren't too many tricks, but there are loads of hidden dangers...



Drop off the cliff ahead, turn left, walk over and take the first bridge on the left to the other side.



Cross the bridge but remember to keep an eye out for the fireballs.



Get the remote bombs, return to the bridge, cross, turn left and use the next bridge up.



Blow up all the rocks to get the power-ups and go down to the fork and turn right.



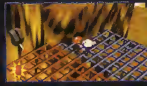
Blast the rocks to reveal power-ups and gems, then drop down and climb up the left-hand slope.



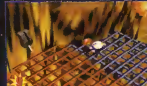
Find the super bombs at the top and walk round.



Go back to the previous room and you'll find a blue and red grate.



You're safe on the blue side, but you have to hit the switches by the exit on the red side.



Hit all three switches with bombs before they go back up.

## STAGE ONE GOLD CARDS



Go across the first high bridge and drop down to the lower level.



Go up from the steel plate. Find the ledge with the stalagmites.



Go down the next walkway and go to the ledge with more stalagmites. Bomb them for the Gold Card.



The Gold Card is hidden behind one of the three metal doors. Blow them up with the mega super bombs.



The Card is on the high platform in room one. Blow up the red stone with a super bomb to form a bridge.



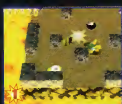
Go over the bridge and through the narrow ladders 'til you're in the second room.



The Gold Card's on the right side of the top platform. Find it, drop down and walk left to exit.

## ORION BOSS LEVEL

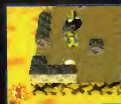
Orion has a powerful shield which protects him from bombs. Remember to turn the 3D Stick as quick as you can to recover from dizziness, otherwise he'll grab you and hurl you into the lava. Here's the best way to defeat him.



Ready a pumped-up bomb and bounce it on his head.



Hit him with the force of an exploding pumped-up bomb.



Using the same trick, stun him again with a pumped-up bomb.



Now explode a pumped-up bomb next to him.



Destroy Orion before the Target Time runs out. That's it!





# BOMBERMAN 64 PLAYER'S GUIDE



## RED MOUNTAIN STAGE THREE

Find the bit of track held up by pillars to open your route to the exit and complete the stage...



Walk towards the second room and use the camera to drop safely down the track that leads to the room on the right.



When you get there, climb up the long stairs and walk along the tracks. Just before it bends round, jump onto the platform.



You'll find a ladder that leads off the platform. Go down and walk across the tiny gap.



Keep walking and you'll find the fire which has the remote bomb. Pick this up and carry on.



There's a raised section of track supported by pillars. Blow them up to make the track come down and cross over to the exit.

## STAGE THREE GOLD CARDS

Follow this step-by-step guide to get all the Gold Cards. Oh, by the way, collect the heart on the far left of where you start 'cos you'll need it at the end...



From the start, take the tracks to the other side of the room.



Change the view to see the other face of the wall. The exit's here.



Go on to the next room and down to the talling boulders.



Cross over and hit the switch. Go up the slope and hit the other switch.



Hit the third switch at the base on the other side of the slope.



Go back up, destroy the barrels and hit the last switch.



Now touch the arrow switch by the spikes and the Card will appear.



Visit the room left of the start. Use barrels to cross the boulders.



Go to the back of the room and blow up the fire to get the Gold Card.



Go to the second room and blow up the bottom barrel of the pair.



Exit, return and go over the gratings. The Card's behind the steel door.



Lob a pumped-up remote bomb over the barrel. Trigger it at its height.



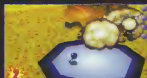
Stand on the edge and collect the Gold Card when it falls. Simple.

## HADES BOSS LEVEL

This guy has a few different attacks up his sleeve. When he first attacks he'll stop, try to punch, then dazzle you with his eye beams. In his next attack he'll stretch out his arms and spin round. After that he'll dive under the lava and come out firing.



Burn his left hand.



Burn his right hand.



Burn his hat.



After he's dived under the lava, pump-up a bomb and lob it at his head. Bounce it off and he'll come up dizzy. Quickly bomb him for the Card.



Always try to beat the boss within the Target Time.

## WHITE GLACIER STAGE ONE

For extra power-ups and jewels on the first stage, look for three caves in the cliff wall. Push them to get in. For the remote bomb icons, look for

the ice overhangs - stand on one and let it drop. The icon should appear. Your job on the first stage is to make it to the ski lift...



Cross the bridge you see on your left to find a frozen road sign.



Bomb the sign and you'll be able to read it. It should tell you about avalanches.



Climb the slope, put a bomb at the bottom of the bank then leg it so you're not swept away.



Wait for the avalanche to stop and climb back up the steep slope.



Fall down to the snowman. Put a bomb next to the tree and head for the second room through the door.



You'll be hit by oncoming wind, so watch out and force your way up the steep slope.



Cross to the right and walk over the bridge and into the third room.



Go up the slopes to the top, then forward when you're at the peak and into the next room.



On the left is a ski lift and right is a house. Blow it up with a pumped up bomb and cross the roof.



Activate the switch which will make the lift move over to you. Go back to it and you're out.





## STAGE ONE GOLD CARDS

The first two cards are easy to find, but the third one will take you virtually to the end of the stage...



The first Card was found when you blew up the tree to get into the second room (see point five).



When you enter the second room, walk round to the right and tight the strong wind.



Head for the one tree on the side of the mountain and bomb it for the next Card.



From the mountain peak in room three, go forward but be careful not to slip off.



In the bottom left-hand corner there's a bridge. Cross it into the next room.



Go to the bottom of the room and you'll see a house.



Walk past it to the other side of the mountain and you'll see a tree with the last Card.

## REGULUS BOSS LEVEL

Regulus' attack is fairly easy to predict. All he does is dash at you, but it's Game Over if he connects...



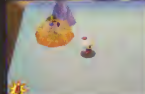
Bounce a pumped-up bomb on Regulus' head.



Hurt Regulus with a blast from a pumped-up bomb.



Stun him with a pumped-up bomb to the head.



Get hit by the force field.



Destroy Regulus before the Target Time runs out.

## WHITE GLACIER STAGE THREE

The White Glacier world is nearly done and dusted, but the third stage is a little blighter to finish. Watch out for the slippery ice slopes 'cos you don't want to come a cropper too soon...



Push the 3D Stick forward as soon as you begin and you should go through to the entrance of the back room.



Move to the far side of the largest slope and dive down, making sure you know where the gaps are.



You should get carried to the other side, so slide over to the right and hit the switch when you reach the platform.

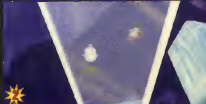


Jump down between the two slopes and then step into the lift.

## STAGE THREE GOLD CARDS



In the second slippery area (that leads to the ice slide) bomb the trees and a Gold Card will be revealed.



In the room where you come up from the elevator, destroy the trees to get one of the Gold Cards.



In the room with the ice slide, walk past it all the way to the left 'til all you can do is drop down. The Iceicle contains the Card.

## MANTIS BOSS LEVEL

The best way to attack this boss is to stand on the shadow that he casts. When Mantis hits a wall, he'll attack you with

his pincers. When you knock him down to one heart, he'll wreck the floor and climb onto his web. When he changes he'll spew lava which can be defeated with one bomb blast. When he's on his back, see 'im off...



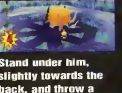
To get the first Gold Card, burn his left claw. Ouch!



Quickly burn his right claw to get the second Gold Card.



Burn the shield on his face to get the third Gold Card.



Stand under him, slightly towards the back, and throw a bomb in the direction he's facing. Blow it up in mid-air...



... to get the Card from his stomach.



## NEXT MONTH

The goal's nearly in sight, Bomberman fans! Our third and final guide will rip apart the mysterious Black Fortress and the secret level, Rainbow Palace. See ya next month...



# NEW CLEARASIL COMPLETE HELPS STOP SPOTS BEFORE THEY START.

WITH TREATMENT CREAMS, YOU HAVE TO WAIT TILL THE SPOTS APPEAR BEFORE YOU GET RID OF THEM. DID YOU KNOW THAT, IN A CLINICAL STUDY RUN OVER AN EIGHT WEEK PERIOD, CLEARASIL COMPLETE HAS BEEN PROVEN FIVE TIMES BETTER THAN ORDINARY SOAP AT HELPING TO PREVENT FACIAL PUSTULES. AND WHAT'S MORE, YOUR YOUNG SIBLING, THE MANUFACTURER HAS FACILITATED THE USAGE OF SAID

FACE-WASH  
BY PRO-  
VIDING AN  
ENGINEERED  
"PUMP-  
ACTION" TYPE  
WASHABLE FOR  
THE EASY  
HANDLING  
OF THE  
TUBES

I WISH  
YOU'D NEVER  
STARTED.



WE DON'T WANT TO GO ON ABOUT IT, BUT NEW CLEARASIL COMPLETE HAS A DEEP-CLEANSING MICROBEAD FORMULA AND SPECIAL SPOT STUFF TO KILL THE BACTERIA THAT CAN LEAD TO UNWANTED ZITS.

USED EVERY DAY, IT'LL KEEP YOUR SKIN FEELING CLEAN AND FRESH, AND HELP. KEEP SPOTS AT BAY.

## ALL YOU NEED TO HELP BEAT SPOTS!







# WIN WITH WARIO

Welcome, challenge contenders. Come, make yourself comfortable in my humble treehouse. Everyone sit around the N64, shortest at the front, tallest at the back. Right, who's got some new

entries for me? Hail Chimp'on, the Monkey God, I love this job! Swinging on vines and beating best times... Cool!



# HOW HIGH CAN YOU TRY?

OI, CHALLENGERS!

IMPORTANT! ALL THESE CHALLENGES CAN BE ENTERED AT ANY TIME, EVEN IF THEY DON'T APPEAR IN FUTURE ISSUES.

## THE PREMIER LEAGUE!

Diddy Moraes has raced back into the League this issue. Come on all you contenders from the Low Countries... can you beat Tony again?

### DIDDY KONG RACING BEST TIMES

#### ANGENT LAKE

Simon Calow, Chesterfield: 38.05 seconds

#### FUSSAL CANYON

Glenn Thein, Skegness: 1 min, 8.55 seconds

#### PIQUE FALLS

Tony Moraes, N. Yorks: 45.46 seconds

#### HOT TOP VOLCANO

Simon Calow, Chesterfield: 1 min, 13.13 secs

#### WHALE BAY

Jason B. Nuneaton: 58.46 seconds

#### PIRATE LAGOON

Tony Moraes, N. Yorks: 1 min, 06.80 seconds

#### CRESCENT ISLAND

Tony Moraes, N. Yorks: 1 min, 11.96 seconds

#### TREASURE CAVES

Tony Moraes, N. Yorks: 46.18 seconds

#### EVERFROST PEAK

Tony Moraes, N. Yorks: 1 min, 19.55 seconds

#### WALLACE COVE

Tony Moraes, N. Yorks: 1 min, 35.00 seconds

#### SNOWBALL HALL

Tony Moraes, N. Yorks: 49.68 seconds

#### PROSITY VILLAGE

Tony Moraes, N. Yorks: 1 min, 13.83 seconds

#### SHOULDER CANYON

Ben Westernman, Durham: 1 min, 29.36 secs

#### GREENWOOD VILLAGE

Tony Moraes, N. Yorks: 1 min, 16.51 seconds

#### VIOLET PLAINS

James Shakespeare, Notts: 1 min, 38.00 secs

#### HAUNTED WOODS

Tony Moraes, N. Yorks: 51.63 seconds

#### STRAI CITY

Tony Moraes, N. Yorks: 1 min, 25.96 seconds

#### SPACEPOST ALLEY

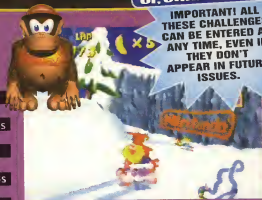
James Shakespeare, Notts: 1 min, 43.60 secs

#### LAKEMOON CAVERNS

Tony Moraes, N. Yorks: 1 min, 48.66 seconds

#### SPACEPORT ALPHA

Elliot Kim, SE. London: 1 min, 39.33 seconds



ABOVE So, have you got what it takes to challenge our Diddy Kong league table?



ONE TIME!  
Simon  
Thelin



TWO TIMES!  
James  
Shakespeare



ONE TIME!  
Elliot  
Kim

## CHALLENGE 1

### GOLDENEYE 007 NINTENDO 64

- (1) Fifty kills under five minutes in the Military Archives. Send the second stats screen showing your time, kill total and accuracy. Highest accuracy is the winner.
- (2) Quickest time to kill 50 bad guys on the first Bunker level. Any difficulty setting, and time pics please.
- (3) Highest kills in under twenty minutes, Cradle, any difficulty setting. Second stats screen, per-lease.



## CHALLENGE 2

### MARIO KART 64 NINTENDO 64

- (1) For the first Mario Kart 64 challenge, send me your fastest times on the Princess' Peachy Circuit, Royal Raceway. Wing those entries to me right away.
- (2) My second challenge takes Mario Karters to the peaceful shores of Koopa Troopa Beach. Send your fastest times. Use short-cuts if you like.
- (3) One more Mario Kart challenge. Send me your fastest times on Moo Moo Farm.



## CHALLENGE 3

### DIDDY KONG RACING NINTENDO 64

Race on any track in any vehicle with any character. Send us your best time. Check out the mega league table for the times to beat. Beat 'em and you can safely say you have one of the best times in the UK.



# HOW HIGH CAN YOU TRY



## LYLATWARS

Maximum hits in a game.

Tatu Luostarinen, Finland	2064 HITS
Jonathan Cole, Tyne & Wear	2000 HITS
Gavin Cole, Tyne & Wear	2001 HITS
Simon London, Norwich	2020 HITS
Anthony Le, Birmingham	1931 HITS
Stuart Richards, Surrey	1932 HITS
Helen French, Herts	1736 HITS
April Coonan, Hants	1558 HITS
Gary Ward, Darlington	1523 HITS
Robert Nicholson, York	1462 HITS

## TOP GEAR RALLY

Fastest time on Strip Mine track.

Jason La Rosa, Pembrolshire	2' 58.71"
Jamie Thirlwell, Berks	2' 59.95"
Niel Mait, Aberdeenshire	3' 02.31"
Alex Harford, Newcastle	3' 05.54"
Jacek Michalski, NW London	3' 12.90"
Adrian Simpson, Sheffield	3' 13.62"
Andrew Webb, Leicester	3' 32.63"
Ian Finnigan, Leeds	3' 40.98"
Mark Adams, Fife Kirk	3' 41.67"
Jason Walker, Walsall	3' 45.94"

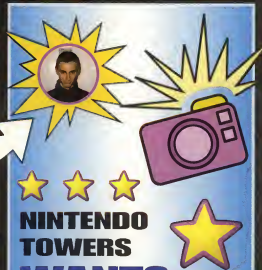
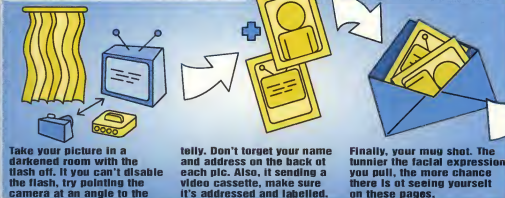
## MARIO KART 64

Royal Raceway track, fastest time.

Reiner De Vilt, Netherlands	1 MIN. 51.04 SECONDS
Damon Osborne, Ipswich	2 MINS. 00.00 SECONDS
Sailesh Thakar, Nottingham	2 MINS. 15.03 SECONDS
Hakan Yilmaz, Kent	2 MINS. 27.16 SECONDS
Robert Newton, W Sussex	3 MINS. 09.98 SECONDS



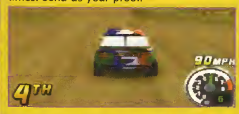
## TAKE YOUR PIC



## CHALLENGE 1

### TOP GEAR RALLY NINTENDO 64

- (1) Speed through the Strip Mine and send us your best time. Get the track by going to Arcade on the Mode Selection screen and pressing A, D-Pad Left, D-Pad Left, D-Pad Right, D-Pad Down then Z-Trigger.
- (2) The Beach track makes for some really high speeds. Let's see how high you can try! Time photos please.
- (3) Losing your handling on the Jungle track is easy, and only the best racers record top times. Send us your proof!



## CHALLENGE 2

### LYLATWARS NINTENDO 64

The big one! Play a game and get as many hits as possible on all levels. Take a photo of the Invoice showing many hits you got.

### NAGANO WINTER OLYMPICS '98 NINTENDO 64

Furthest jump, ski-jump event. It doesn't matter what height ramp you use, but you'll get longer jumps from a higher ramp.

### SNOWBOARD KIDS NINTENDO 64

In this cutesy title, we want to see your fastest times on Dino Park. Provide the evidence for prizes!

## NINTENDO TOWERS WANTS YOU...

Especially if your entries are up to scratch. Who knows, this might lead to great things! Send your results to:

**HOW HIGH CAN YOU TRY?, Gamers' Hall of Highness, Nintendo Magazine Emap Images, 37-39 Millharbour Isle Of Dogs, London E14 9TZ.**

Entries can be sent at any time but, if you want to make the next issue, get your photographs to us by Friday May 15th, 1998.



It's the game PC players went mad for... and N64 owners are gonna go ga-ga for it too. Ladies and gentlemen, the ultimate horror shoot-'em-up has arrived!

Turok, Duke and Goldeneye. We can be proud of the shoot-'em-ups on the N64, but there's one classic that we've been denied 'til now. Quake was created by id Software, the 'inventors' of this type of game, as a follow-up to Doom. It kept the Space Marines vs Demons storyline, but put the player in a more realistic environment, with 3D monsters and a dark, sinister atmosphere. 'Til now you needed a monster PC to play. Now a £100 console can manage it. What does that say about the quality of the N64...?



# U A K E



## HORROR STORY

In Quake we find the agents of Beelzebub threatening to overrun the Earth. This would normally be a job for an exorcist, but they must all be at a convention 'cos only one man stands in the way of this diabolical scourge. That man is you. Your job is to blast your way through 25 levels, unlocking the Sliggates that lead to the next arena. The key to defeating the demons is to find four runes, using them to enter the final domain where the top mother demon, Shub Niggurath, dwells.

**ABOVE** Another one bites the dust – in spectacular Quake style.



BY: GT INTERACTIVE  
PRICE: £49.99  
TELEPHONE: 0171 258 3791  
RELEASE: APRIL 1998

GAME TYPE:	3D SHOOT-'EM-UP	CART SIZE:	64 MEG
NO. OF PLAYERS:	1-2 PLAYERS	BATTERY BACK-UP:	NO
MULTI-PLAYER MODES:	DEATHMATCH	MEMORY PAK:	SAVE PROGRESS





# LEVELS OF HELL

The Quake quest is split into five episodes. In the PC original you could select the order to play these in, whereas the N64 version gives you them one after the other. You can tell when you're on a new episode 'cos each has its own style of architecture and monsters. Also, most of your guns disappear and you have to start looking for the power weapons all over again.



## EPISODE 1 Dimension of the Doomed

Journey through six hi-tech fortresses, crammed with Grunts and numerous low-grade bad guys. A good warm-up.



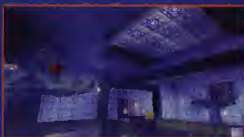
## EPISODE 2 The Realm of Black Magic

A medieval setting ruled by Fiends and Ogres. Watch out for a new foe, the Death Knight. You'll know when you've found it.



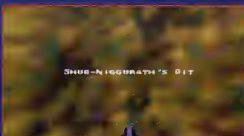
## EPISODE 3 The Netherworld

Another futuristic episode where you run the gauntlet of laser-toting Enforcers. Loads to kill, but you always have to proceed with caution.



## EPISODE 4 The Elderworld

As you approach Evil Central the levels become much more complex. Beware the Vores and Spawns. Also, keep an eye out for secret rooms.



## EPISODE 5 Shub Niggurath's Pit

The final challenge! Vores, Shamblers and spike traps await all who challenge the arch-demoness! Chances of survival: almost none!



ABOVE Avoid falling into the lava pits – it's a pathetic way to die.



ABOVE Full health and well-armed. That won't last for long...

## QUAKE MYSTERIES

Anyone who played PC Quake may recall that every episode had its own secret level, accessed by completing certain tasks in one of the regular arenas. These are also present in the N64 game (though not always in exactly the same places), as well as many of the in-level secrets that lead to extra health, ammo or weapons. To find them you need to keep your eyes open for things like hidden switches or unusual wall textures. Shoot them and listen carefully – you may hear a hidden door open. Other secrets lie off the beaten track so, if you find yourself thinking 'Hmm, wonder what's down there...', try it and you might discover something to your advantage. To give you the idea, cast your eyes right for some secrets from the first level.



ABOVE Shoot this red panel to reveal a box of 50 shotgun shells.



ABOVE Swim through this passage to find 100 extra health points.



Don an environment suit and dive into the slime to find a secret room.

## GUN CLUB

Being the sequel to Doom, Quake uses a lot of similar weapons for hand-to-hand and ranged combat. You start the game with only the most basic tools and collect the meaty stuff as you progress.

### ROSE

When your ammo runs out totally, this axe is all you're left with. Comes in extremely handy at the end of the game, though.



### SHOTGUN

Basic shooter. Okay against low-grade foes when they're close, but useless otherwise. It's a real last-ditch weapon.



**RIGHT** Search everywhere.  
**BELOW** Looks like big trouble.



### Power Weapon



### ROCKET LAUNCHER

The most powerful weapon in the game, but don't stand too close to the explosion or you'll be for it!

### Power Weapon



### DOUBLE-BARRELLED SHOTGUN

Twice as effective on close-up enemies, but not much of a sniping weapon.

### Power Weapon



### THUNDERBOLT

Casts a powerful bolt of lightning. The power cells don't last long, so use it sparingly.



### NAILGUN

Perforate enemies with high velocity metal spikes. Powerful, but guzzles ammo - so use it sparingly.

### Power Weapon



### GRENADE LAUNCHER

This lob explosive projectiles. Bounce 'em off walls to hit baddies around tight corners.

### Power Weapon



### SUPER NAILGUN

Multi-barrelled nailgun minces baddies. Use short bursts to conserve ammo. Great fun, though.

## CONTROL FREAKS

The best way to play Quake on PC was to use a combination of mouse (to move and look all around) and keyboard, and Midway has provided N64 players with something similar. Using the default controls, the 3D Stick allows you to turn and move forwards and back (the further you push, the faster you go). By holding down the Right Shoulder button you can shift to a freelock mode which lets you look around using the Stick. This works fine, but the controls are redefinable. If you're used to Turbo controls you can use those, too.

**Bottom-C - Jump**

**Left- and Right-C - Sidestep left and right**

**Top-R Button - Hold it down and use the 3D Stick for looking around**

**Z-Trigger - BANG! KIH! KIH! KILL!**

**A and B buttons - Cycle forwards and backwards through weapons**

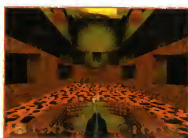
**3D Stick - Move forward and back, turn left and right.**

**D-Pad - Press left and right to sidestep.**



## NO MORE FOUR-PLAY

As we reported a couple of months back, GT was planning on delaying Quake 'til it could incorporate a four-player mode. The reason we've been able to bring you the review this month is that GT has decided to scrap that idea and release the game with just a two-player Deathmatch. The programmers at Midway thought that shrinking everything down to one-quarter its original size would prove too much for players' eyes. Although this puts Quake at a slight disadvantage compared to Goldeneye, we think they made the right choice. Quake's a more visually complex game than Goldeneye, and the compromises required to run a four-player deathmatch would've ruined the game. Quake with mist effects...? No thanks!



1 Aha... There's the rune for Dimension of the Doomed.



2 Got it... Oops. Alright, mate? Just dropped my... er... rune.



4 Hit the switches to lower the gigantic electrodes by the pit.

## BOSS ENCOUNTERS

You'd expect Quake to have a boss for every episode, but no. The game raises your expectations at the end of Dimension of the Doomed when you're confronted by Cthon, but after that the only boss you come across is Shub Niggurath at the end of the game.



3 Cthon isn't fooled and starts hurling blobs of lava. Leg it!



5 Then use the main switch to turn them on! Bzzt! Fried demon!

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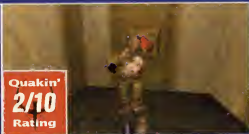
## THE QUAKE BESTIARY

Quake's monsters are classic videogame baddies, as menacing as any horror flick and clearly driven by some evil intelligence. Part of mastering Quake is learning each one's patterns and which weapon deals with them most effectively. Here are some pointers and an indication of just how deadly each one is.

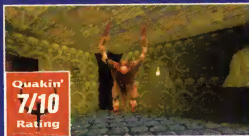
### GRUNTS

Standard shotgun-toting warriors from Dimension of the Doomed and The Netherworld. Easily disposed of, but annoying.

**Quakin'**  
**2/10**  
Rating



**Quakin'**  
**7/10**  
Rating



### FIEND

These can be on you in moments thanks to their incredible jumping ability. Once they've got you, they shred your head 'til you're dead.

### SHAMBLER

Fires lightning bolts when it's at a distance and slices you up with its claws at close range. Vulnerable to nail gun fire.

**Quakin'**  
**8/10**  
Rating



### ROTTWEILER

Bad dog! Bang! Discipline these rabid hounds with a long-range shotgun blast and watch 'em make a mess on the carpet as they come apart.

**Quakin'**  
**1/10**  
Rating



### ZOMBIE

Undead soldiers who hurl chunks of their own poisoned flesh at you. Only a direct grenade or rocket hit can destroy them.

**Quakin'**  
**4/10**  
Rating



### ENFORCER

Superior to the Grunts, these hi-tech infantrymen turn up in The Netherworld, armed with laser rifles. Not to be toyed with.

**Quakin'**  
**4/10**  
Rating



### DEATH KNIGHT

Supercharged versions of the knights. They use swords at close range and fire energy shots from a distance.

**Quakin'**  
**4/10**  
Rating



### SCRAG

Floating flatworms that shoot slime from their wingtips. Impervious to a shotgun blast, but you can deflate it with a nailgun.

**Quakin'**  
**6/10**  
Rating



### ROT FISH

Unpleasant piranha lookalikes that chew on your nether regions should you go swimming. Luckily, shotguns work underwater.

**Quakin'**  
**3/10**  
Rating



### KNIGHT

Medieval Grunts. Harmless from a distance but savage up close. Armour resists shotgun rounds, but isn't nailproof.

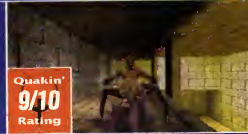
**Quakin'**  
**3/10**  
Rating



### VORE

Spidery beast that fires devastating homing shots at you. Super-deadly, but three long-distance rockets eliminates them.

**Quakin'**  
**9/10**  
Rating



### OGRE

A big bloke with a grenade launcher and chainsaw. Blast him with a double-barrelled shotgun close up or rockets from a distance.

**Quakin'**  
**5/10**  
Rating



### SPAWN

Fast-moving watery blob that bounces after you. Bag it quickly with a shotgun, but stand well back. They go off with a bang.

**Quakin'**  
**8/10**  
Rating



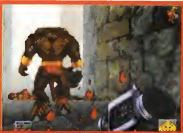
## QUAKE VS...

Quake might've been hot news on the PC two years ago, but how does it compare to the current crop of corridor shooters on the N64?



### HEXEN

It's almost an insult to compare the two. Hexen's poor graphics create zero atmosphere and the single-player action is slow and tedious. The visually-impaired multiplayer mode is simply unplayable. No contest.



### DOOM 64

The sinister atmosphere is similar to Quake's, but the graphics are weaker. The objectives in the quest are almost identical to Quake's, but it feels like a much simpler game. No multiplayer option.



### TUROK: DINOSAUR HUNTER

Lacks much of Quake's menacing air. The single player game has more purpose to it, but less frantic action. And, of course, there's no multiplayer option.



### DUKE NUKEM 64

The visuals are more cartoony than sinister, so Quake wins on atmosphere. The single-player game is bigger, and the two-player mode has more options. But two-player Quake is a touch more enjoyable.



### GOLDENEYE

The one to beat. With one player, Goldeneye has more depth but less excitement. The four-player option is excellent, but Quake's Deathmatch levels are more intricate and tactical than Goldeneye's.



## DEATHMATCH SPECIAL

The general opinion among PC players is that solo Quake is good, but networked games are better. Luckily, Quake 64 includes a two-player mode in which the goal is to score as many 'frags' (kills) as possible. The action is set in seven arenas (six original PC levels plus an exclusive N64 one), all of which have their own secrets and tactics. The split-screen works well. The frame rate is slower and the graphics look slightly squashed, but most of the detail is there. We found that it was a bit of an eye-strainer, though...



The PC version's Co-Operative mode has been left out. But then again, no-one ever played it anyway...



The Deathmatch option works well, but it's a bit hard on the eyes. Remember your screen-breaks!

### COMMENT

I've played a lot of PC Quake, and I stand in awe of the fact that a £99 console can handle a game that tests a PC costing seven or eight times that price. The action is fast and smooth, and the game's environment is so immersive and tense that when someone tapped me on the shoulder while playing I nearly jumped out of my skin! The sound adds to the atmosphere; the effects are excellent, especially the moans that emanate from off-screen. So, is it better than Goldeneye? I'd say not quite 'cos Goldeneye seemed to build on the Quake concept and create a game where you have to avoid mayhem rather than cause it. Given the choice between the two, though, the only sensible option is to save up and get both. This really IS an essential purchase.

**PAUL GLANCEY**

### BREAKDOWN

	1	2	3	4	5
STRATEGY					
ACTION					
CHALLENGE					
REFLEXES					
ORIGINALITY					

### INTEREST

	1	2	3	4	5
HOOR					
DAY					
WEEK					
MONTH					
YEAR					

### GRAPHICS

**95**

The setting and lighting effects make Quake look more menacing than any similar game. The monsters are monstrous and the gore truly gory.

### SOUND

**90**

Excellent. Meaty weapon effects and ambient sounds that add to the atmosphere. The dodgy 'rock' soundtracks let the side down, though.

### PLAYABILITY

**93**

Once you've got used to the controls you're set for a thrilling experience. It's a perfect combination of action and survivalist strategy.

### LASTABILITY

**92**

You might reach the end in a day on the Easy skill level, but it's a game that you can only truly complete by finishing it on every setting.

## OVERALL

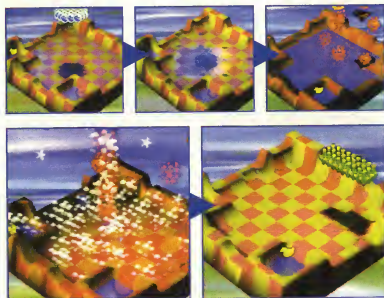
An awesome shoot-'em-up that challenges Goldeneye for the title of Best N64 Blaster – and almost comes out on top. Don't miss it.

**92%**

Rarely does a game come along which brings the ONM office to a standstill. At long last, you can discover for yourselves what we already know — Wetrix is awesome.

In all the time I've been playing videogames, only three puzzlers have excited me. Naturally, Tetris was the first. Let's face it, we've all wasted many hours trying to stack up 100+ lines. Second, the Super NES delivered Tetris Attack, which bore little resemblance to Tetris. Finally, there's Wetrix. Before you ignore this on the grounds that it's only a puzzle game, check out the review. Wetrix is one of those games that can put a severe dent in your social life...

# Wetrix



ABOVE Steam the lakes with a fireball and your water meter drains.

## CRY ME A RIVER

Okay, so the concept seems a little weak. Build a lake, steam the water and win points. Wow! Not very interesting, eh? However, once your brain's tuned-in to the basics, you'll start to develop

strategies and look for new ways to achieve a whopping score. In fact, you'll need to play this for a long while before you'll appreciate its qualities. There are many pitfalls waiting in the wings but, for now, let's learn about building your very first lake.



## UPS AND DOWNS

The objective is to use orange blocks (Uppers) to build-up your land and fill it with water. It's important to secure the playing area, otherwise water runs off the sides and collects in the water meter. When the meter's full, the game's over. Thankfully, it reduces when you steam a lake. A grid shows the locations of any leaks.



Steam a lake when the Rainbow Multiplier shows for mega points.



BY:  
OCEAN

PRICE:  
£49.99

TELEPHONE:  
0161 827 8000

RELEASE: 1997  
MAY 1998

GAME TYPE:	PUZZLE	CART SIZE:	64 MEG
NO. OF PLAYERS:	1-2 PLAYERS	BATTERY BACK UP:	NO
MULTI-PLAYER MODES:	2-PLAYER COMP.	MEMORY PAK:	SAVE HIGH SCORES



## A DROP IN THE OCEAN

There are six gameplay options, each represented by a cutesy bath toy. Here are the choices on offer in Wetrix.

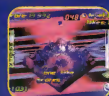
### WETBOY CLASSIC

The main option, and by far the best. Go on, clock up the highest score you can!



### MO CHALLENGE

A variety of tasks await, including one or five minute speed rounds.



### BURNIE PRO

This game's identical to Classic, only now the action begins on level five.



### QUAKE HANDICAP

Increase the difficulty by adding Random Holes, Raised Land and Ice Layers.



### BOMBOM PRACTICE

Afraid to go at it for real? No problem! Learn the basics on the Practice circuit.



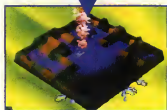
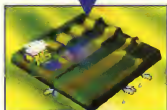
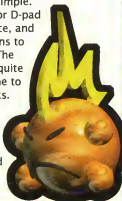
### SPIKE MULTIPLAY

An exciting two-player split-screen battle with all-new rules to contend with. Nice!



## SLOT INTO PLACE

The controls are simple. Use the 3D Stick or D-pad to control the piece, and the A and B buttons to rotate and drop. The starting speed is quite slow, allowing time to line-up your blocks. The action quickens by level five so, if you're not up to scratch, you could find yourself in hot water.



## BITS AND PIECES

There are five Icons which rain down from the heavens. Here's what each one does and how best to use it.



### UPPERS

These blocks mould your lakes. There are various shapes which must be joined together to prevent water seeping through the gaps.



### DOWNERS

There are only two types of Downers. These are used to sculpture your landscape. Remove unwanted land to increase the size of your pool.



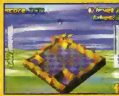
### WATER

You need water for your lakes... and there's no shortage in Wetrix. Keep it contained as surplus water leaks and fills your water meter.



### FIREBALL

Fireballs steam your lake and reward you with points. The deeper the lake, the higher the score. Ducks boost your points, too.

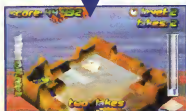


### BOMB

Can cause severe problems. They'll blow a hole if you drop them into a lake, but they're perfect for removing unwanted land.



Always try to steam your lake before it's frozen by an Ice Cube. As for bombs, use them to clear unwanted land and prevent earthquakes.



## **MINE, ALL MINE**

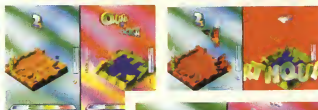
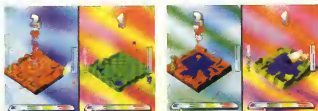
As your score increases you progress to higher levels. Although the icons continue to drop at the same speed for the first few changes, new hazards appear which cause more headaches. Ice Cubes freeze your lakes and Mines emerge which can blast holes if you attempt to drain the pool. Thankfully, both disappear after a while but, if you're not paying attention, you can run into all sorts of problems.



Quick, quick! Plug that hole in the landscape.

## **TWO CAN SPRAY THAT GAME**

Although the basic concept remains the same, the two-player mode follows slightly different rules. For a start, you can't reduce your water meter, even after steaming. This means your strategy may need to change. A second gauge is added which collects the drained water. By pressing the Z-Trigger you can launch an attack on your opponent. Every time the water enters a different coloured section, the attack changes. Choose the hazard which causes the most problems and let it drop!



Two-player turmoil.

## **PAINT THE WHOLE WORLD WITH A RAINBOW**



Once your water level reaches a certain height, a rainbow appears over your landscape. This is the perfect time to drain your lake as it acts

as a multiplier and rewards you with huge bonuses. Once you've learned the Wetrrix basics, try to build deep, small pools where

ducks eventually appear. These cutesy ducks guarantee your score will soar when used in conjunction with the rainbow.

## **THE TRICKY LAKE SHOW**

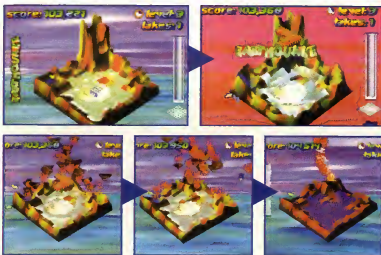
There's more than one way to play Wetrrix. Opting for one main lake is the best tactic, although you can run into trouble in later levels. Another option is to make several smaller lakes. Using this approach gives you secondary areas to steam if your main lake is frozen or littered with mines. The drawback is that your score won't be high and, if you make five lakes, the landscape clears and returns you to square one.





## QUAKE WARNING

As if ice, Mines and overflowing water aren't enough, you also have to keep one eye on the Earthquake meter. This increases every time an Upper is dropped. Once you've surrounded your playing area, it's advisable to keep a section purely for dropping waste blocks. You can use this area to detonate your bombs and reduce your Earthquake meter.



It's important to use your bombs to keep your Earthquake meter low.

## HELP IS ON HAND

We'll have an in depth guide to Tetris soon but, for now, here's a quick master class from the ONM experts.

### BIG IS BEST

At the beginning, don't worry about making a small lake. Seal the edges, even if it means losing some water. At this stage you won't lose too much, and you can secure the area quickly.

### WHAT'S THE QUACK?

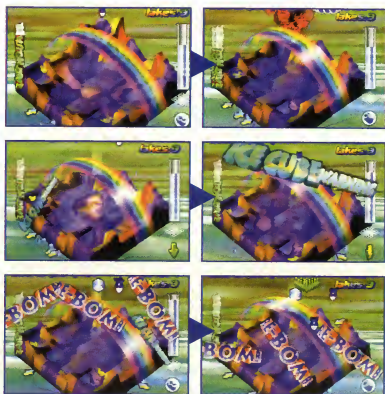
Use square pieces to make a deep lake. The best location for this is a corner. Place three uppers on top of each other and fill. You should get the duck which increases your bonuses.

### BOMBS AWAY

Make sure you reserve a corner to drop bombs. If they land on your lake, they'll blast a hole and you'll die. As long as a bomb doesn't hit a damaged area, you'll be safe from Rebombing.

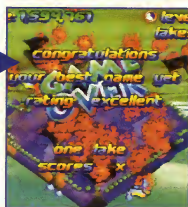
### I CAN SING A RAINBOW

When the Rainbow Multiplier appears, you can gain huge bonuses. Make sure you drop the fireball into the main lake. If it's empty you can steam the damp area for a limited score, or use the fireball to destroy high walls.



## MASSIVE ATTACK

If you're silly enough to drop two bombs in the same spot, three more arrive to blast your pool!



### COMMENT

When we saw the first version, we thought Ocean was releasing a dud. However, over the past few months there have been loads of Tetris improvements, and it looks like Ocean has a potential hit on its hands. Tetris is completely different to the usual puzzle game. It's highly addictive and, for once, there's not even a passing resemblance to Tetris. The one-player mode is much more fun than the two-player, which is usually unheard of in puzzle land. To be honest, the multiplayer mode is very disappointing. The speed is slow, and it becomes a struggle to see what's going on during an Ice or water attack. However, it's still an excellent game and, if you're looking for something a little different for your N64, you'd be a fool to ignore this.

SHAUN WHITE

### BREAKDOWN

	1	2	3	4	5
STRATEGY					
ACTION					
CHALLENGE					
REFLEXES					
ORIGINALITY					

### INTEREST

	1	2	3	4	5
HOUR					
DAY					
WEEK					
MONTH					
YEAR					

### GRAPHICS

90

Puzzle games have never looked so good. The rippling water effect is cool, and even the backgrounds are great. A joy to play.

### SOUND

91

Tetris is full of bizarre noises. From water splashing to ducks quacking, there's a top sound effect for even the most minor event.

### PLAYABILITY

88

The play controls are simple and the game is easy to understand. Occasionally your vision is obscured by bonus symbols... annoying!

### LASTABILITY

94

It's one of those games that forces you into having another go. Once you've beaten your high score, you'll want to top it again. And again.

## OVERALL

A complete surprise. Tetris is a truly awesome and addictive game. If you thought Tetris was good, wait 'til you get a load of this.

91%



After a long absence Goemon, the Mystical Ninja, is back on Nintendo in one of the best console adventures of all time. And you'd better believe it, buddy!

Konami may be taking a risk with Mystical Ninja. There's no denying that past games in the Goemon series have been superb, but their atmosphere of Japanese weirdness has tended to put some Western gamers off. This time round the programmers have turned the Japanese Weirdness Quotient right up, filling the game with strange Oriental characters and scenes, along with daft jokes and dialogue. And yet, not only is it the greatest Goemon game ever, it's also one of the best action-adventures around — so don't be fooled by appearances!



## MYSTICAL NINJA STARRING GOEMON



Mmm, the sweet smell of danger.



Snappy dialogue, eh...?

### PEACH MOUNTAIN BANDITS!

The craziness of this title is typified by the plot, which has literally been translated from the original Japanese game. A UFO shaped like a peach has just landed on Oedo Town in ancient Japan and the sinister Peach Mountain Shoguns have come to steal 'The Great Stage Plan', which (we think) is something to do with a musical production of some kind. Anyway, there are sinister robot creatures infesting the landscape and kidnapping citizens left, right and centre, and the people are looking to Goemon's gang to find out exactly what's going on and put a stop to it. Hey... lotsaluck guys!



BY: KONAMI

PRICE: £59.99

TELEPHONE: 01895 853 000

RELEASE: APRIL 1998

GAME TYPE:	ADVENTURE	CART SIZE:	128 MEG
NO. OF PLAYERS:	1 PLAYER	BATTERY BACK-UP:	NO
MULTI-PLAYER MODES:	NONE	MEMORY PAK:	YES



RIGHT Goemon comes armed with his patented 'Extend-O-Pipe™'.

## JAPAN-TASTIC FOUR

Goemon, Ebisumaru, Yae and Sasuke – all four members of the heroic gang from Legend of the Mystical Ninja 2 on Super NES – are back in this adventure. You can play as any of them, but Yae and Sasuke aren't around at the start of the game. Each character is slightly different, with their own weapons and magical abilities. Also, certain characters can get different reactions when they talk to people around them. Sometimes Ebisumaru will be able to get a favourable response where Goemon would draw a blank. Which is clever.



**Goemon, the spikey-haired rogue.** He's based on a character from Japanese folklore, you know.



**Ebisumaru is Goemon's bosom buddy, so he's there right from the start (and he's almost naked!).**



**Secret agent Yae waits for Goemon and Ebisumaru at the gates to the game's second city.**



**Sasuke the robot ninja turns up later, but he's not much use 'til you find some batteries...**



**He may be a Mystical Ninja – but a spike to the bum still smarts.**



**If Ebisumaru collects eight pink and-white sweets...**



**... he can become small enough to get through tiny holes.**

## MAGIC, MYSTICAL NINJA

All four characters have a magic power that helps them get past obstacles, but they have to earn it in a subgame before they can use it. Ebisumaru has to steal magic sweets from a temple to gain the ability to shrink to the size of a mouse. Goemon has to beat a kind of giant mole-smashing game to win super strength. Later in the game, Yae has to jump up a waterfall to be able to change into a mermaid and swim underwater – vital in the second-last part of the game. Finally, there's Sasuke, who has to climb a tall column to learn how to fly.

## ANCIENT WEAPONS

Since the arrival of the UFO, the countryside is thick with mechanical beasts, so some kind of self-defence is essential. All the characters start with a basic weapon but, as the game progresses, they acquire more powerful armaments, some suited to close combat and some for long-range battles.



**GOEMON**

Goemon wields a foe-whacking pipe, and can also throw medals. Yes, medals.



**EBISUMARU**

Ebisumaru packs a Saw-Hammer (a large mallet).

### ADVANCED WEAPONS

#### HOOK-SHOT PIPE



Works like a grappling hook and kills your enemies at long range.

#### FLAMING COINS



Far more deadly than standard coins, but much costlier.

### ADVANCED WEAPONS

#### MEAT SAW-HAMMER



Destroys foes then turns them into tasty little pies. Delicious!

#### CAMERA



Reveals nasty invisible enemies, making it possible to hit them.



**YAE**

Yae is armed with a Katana (a sword) that can be upgraded three times.



**SASUKE**

Sasuke comes equipped with Kunai (ninja knives) and bombs.

### ADVANCED WEAPONS

#### SWORD SHIELD



Hold down the button to turn the Katana into an defensive weapon

#### YAE BAZOOKA



Take pot-shots or hold down the button to fire homing shots.

### ADVANCED WEAPONS

#### CRACKER BOMBS



Destroy major foes or break through cracked doors.

#### KUNAI OF SEVERE COLD



These knives freeze enemies and chill red hot surfaces.



## IMPACT SHOCKWAVE!

Impact, the giant robot that appeared in the second Super NES Goemon game, has returned. Twice in the game Goemon blows a magic horn to call him to battle against the Peach Mountain Gang's robots. With your gang in the cockpit, you take control of Impact in the pre-battle stage and the fight itself.

## PRE-BATTLE

Impact skates across the landscape smashing buildings and airborne enemies with his pipe, while destroying ground forces by firing medals. The amount of damage he does sets the level of his oil gauge (like a stamina meter) and the number of medals he's armed with in the next part of the battle.



Impact rampages through the countryside, tooling himself up for the coming battle.

## THE BATTLE

Now in Impact's cockpit, you have to fight the other robot hand-to-hand. The A and B buttons control left and right punches, but Impact can also fire medals and grab 'n' drag his opponent with a chain pipe. There are also simple combos which block blows, produce rapid volleys of punches and even fire a laser!



Drag in your foe with the chain pipe, then give him some rapid-fire punches!



Better still, a bit of controller-mastery unleashes an energy-sapping laser!



## ENTER THE DRAGON

Getting around Japan would take ages if you had to walk, but the locals in Mystical Ninja use public transport – in the form of a dragon! Unfortunately, the dragon has been hypnotised by the

Peach Mountain Gang, but once you've freed it, it gives Yae a flute that she can use to call on its services. The only restriction is that the dragon can only take you to places that you've already visited, such as castles and coffee shops. So, whenever you see a coffee shop, be sure to drop-in to mark the location on the map.



Defeat the fearsome boss that controls the dragon...



... and you can use the beast to fly across Japan!

## TALK TO THE ANIMALS

You CAN talk to the animals in Mystical Ninja, but you'll find it more useful to chat with the people. All of them have something to say, be it a load of nonsense or something extremely useful about the whereabouts of someone or something you need. Sometimes the clues are pointed, and if you find lots of people talking about the same thing it's a good indication of what to do next.



Right, my friend, next stop – the Shikoku region.



Dogs – not the best when it comes to a conversation.



Here's a mini-quest to solve. To beat Benkei, find Ashiwaka the knight then catch some fish for him. Your reward is Benkei's 'Achilles' Heel'!



## LOOKS LIKE... BUT PLAYS LIKE...

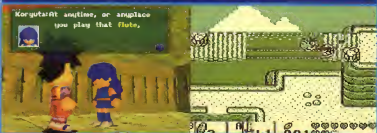
You look at this game and immediately think, Super Mario 64. The 3D graphics, the bosses, the platform escapades, they're all very Mario. When you play it, though, Mystical Ninja's RPG action is more like a Zelda game. Not that Goemon's gonna steal Zelda 64's thunder – that's set to be a more sophisticated game – but there are particular scenes and ideas which are reminiscent of the Super NES and Game Boy Zelda titles. We're not complaining, though – a Zelda-style RPG with SM64-style graphics can't be bad!



The hook-shots, spotted in Goemon's 88 titles, are back!



If that isn't enough, the prize machines are back, too. Cool!



The musical transporters make a welcome return.



The deadly tiles are back, still giving Goemon grief.



He runs! He leaps! He has a head bigger than his body!

## EVIL WEEBLES

If there's one thing Konami knows how to do it's a good end-of-stage boss, and those in Mystical Ninja are well up to their usual standard. First up is the easily-beaten giant head at the end of Oedo Castle, then at the heart of the Ghost Toys Castle the gang meet a malicious weeble, Dharumanyo, whose only vulnerable spot is his heart, revealed with Ebisumaru's magic camera. Remember the plate-spinning ghost from Super NES Mystical Ninja? She's back in the N64 game, and still hurling the crockery. She's still vulnerable to the same tactics, though – a well-timed swipe sends her deadly plates straight back at her!



Boss number one is King Robot Congo. Just hit him in the chin 'til his head explodes. Easy!



Dharumanyo looks scary, but he's got a weak heart. You just have to find it and smack it!

**COMMENT** Mystical Ninja has all the spirit and feel of the Super NES Goemon games – the action, the puzzles, the sub-games, the general craziness. The story, translated literally from the Japanese version, is so bizarre that it's hard to follow. Add to that the Japanese-style surroundings and caricatures from Eastern legends and you've got something that's quite surreal. Don't be put off, though. The 128 Meg cart allows for a lot of depth in the gameplay, and although the puzzles aren't too taxing, there's enough to keep you rivetted 'til the end. The graphics are good, but this is another 3D game where the camera angles interfere with the action. You might think Mystical Ninja won't be to your taste, but I'd advise you give it a good, long try before making up your mind.

**PAUL GLANCEY**

### BREAKDOWN

STRATEGY  
ACTION  
CHALLENGE  
REFLEXES  
ORIGINALITY

1 2 3 4 5 INTEREST

HOUR  
DAY  
WEEK  
MONTH  
YEAR

**GRAPHICS 89**

The characters and landscapes are very well done, but the 3D engine isn't quite perfect and could have done with a little refining.

**SOUND 85**

Okay effects and a wide variety of music, most of which is excellent, some of which is... odd. Still, it fits in with the nature of the game.

**PLAYABILITY 92**

Get over the weirdness and it's hard to switch off. Satisfying action and, very important, there's lots of variety during the levels.

**LASTABILITY 85**

Not a particularly difficult game, but a lot of content means it'll last most players a fair while. And there's a hell of a lot to discover.

## OVERALL

Don't be put off because it's 'too Japanese' and a little weird in places. This is a great action adventure that really delivers. Essential.

**90%**

Some things in life improve with age. Other things turn green and poisonous. No prizes for guessing which one MK Mythologies is...

Since its debut, Mortal Kombat established a reputation for bloody fighting scenes and gory fatality moves. Even though the series has been going for ages, the big question is whether there's anything more that can be done to the basic formula. The answer last time was a round 'no', as MK Trilogy wasn't up to N64 standards, scoring only 56%. Now revamped into a butt-kicking 2D scrolling adventure, the question now is not what can be done, but why bother...?



## MORTAL KOMBAT MYTHOLOGIES SUB-ZERO



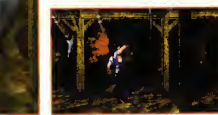
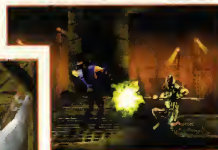
A good win earns Experience Points. But you're better off not experiencing this game.



Now, you don't want to hang around there all day...

### SWORDS & SORCERY

As with most Mortal Kombat games, the storyline needs a bit of explaining. You play Sub-Zero, the powerful fighter from the Lin Kuei clan of ninja-like assassins. He's been asked by the sorcerer, Shao, to find a hidden map of the elements (earth, wind, fire and water). The plot starts to thicken after you've done away with Scorpion on the first level, and the game turns into a complex conspiracy type of thing. Naturally, the plot can be summed up in one sentence - kick a few heads and try not to die in the process.



Swinging axe-type blades of death bring a small change to the action.



BY:  
GT INTERACTIVE  
PRICE:  
£49.99  
TELEPHONE:  
0171 258 3791  
RELEASE:  
OUT NOW

GAME TYPE:	BEAT-'EM-UP	CART SIZE:	64 MEG
NO. OF PLAYERS:	1 PLAYER	BATTERY BACK-UP:	PASSWORD
MULTI-PLAYER MODES:	NONE	MEMORY PAK:	SAVE PROGRESS



There's nothing like a good punch-up – and *Mortal Kombat Mythologies* is nothing like a good punch-up.



## KARATE KID

Despite the capabilities of the N64, the programmers have gone for an old-fashioned 2D scrolling beat-'em-up. Each of the eight levels has a different setting and theme, with over 30 martial arts experts appearing in the game. At first your fighter can only use basic punches and kicks but, as you progress through the levels, more special moves can be found to pick off your opponents. If you can be bothered, that is.

## BLOODY HELL!

Gore-hounds will be happy to hear that there's more blood here than Dracula knocked-back in his lifetime. It's certainly one of the few improvements over the previous MK. Loads of new gut-churning sounds have also been added, which is one the game's few plus points.



## DOWN BUT NOT OUT

There have been no less than five different *Mortal Kombat* games since the series began five years ago. Right from the start in 1993, Nintendo Kombatants have been treated to some superb gaming adventures. Things have been going steadily downhill, though, so it's fingers crossed that *Mortal Kombat 4* will salvage the series. Otherwise, let's hope for a fatality to end this sorry saga...



*Mortal Kombat* – old-style.

## COMMENT

*MK Mythologies* is gonna to go down in N64 history. Not only 'cos it's such an inept programming job, but because it could represent the death of one of the most successful series of games ever. Fair enough, we expected – no, deserved – a decent game to make up for *MK Trilogy*, but it's impossible to be kind to this terrible game. At the very least we should have been given decent controls. Half the time you'll have to turn around using the B button instead of the 3D Stick so, when you're faced with a two man attack, you'd better pack your bags and go home. With uninspiring playability, *MK Mythologies* isn't worth bothering with.

**TIM STREET**

## BREAKDOWN

	1	2	3	4	5
STRATEGY					
ACTION					
CHALLENGE					
REFLEXES					
ORIGINALITY					

## INTEREST

	1	2	3	4	5
HOUR					
DAY					
WEEK					
MONTH					
YEAR					

## GRAPHICS

**82**

*MK Mythologies* looks atmospheric and really brings the game to life. Not quite enough to become a redeeming feature, though.

## SOUND

**58**

The noise of your fist on a Kombatant's face sounds as good as ever, but there's very little else to make you want to pump up the volume.

## PLAYABILITY

**56**

You WILL get frustrated easily with the button combos, and the levels don't offer a decent challenge or nearly enough variety.

## LASTABILITY

**50**

Surprisingly, there's no two-player option and very little to do during the adventure. Even *Mortal Kombat* fans will regret buying this.

## OVERALL

Call this an N64 fighting game? This is bad news for MK fans and as such good as a backside without a hole. You should steer well clear.

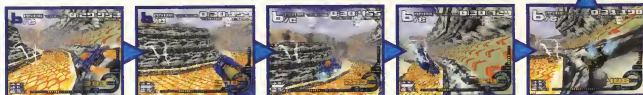
**46%**



It doesn't take a genius to see that this is an F-Zero rip-off. However, trying to copy one of the best racing games ever isn't a bad thing, so long as it gives us plenty of thrills. Unfortunately, you're not gonna get much enjoyment from Aero Gauge...



We need a serious racing game, and quick. I know it, you know it, even people who don't own an N64 probably know it. While we've been impressed with Extreme G and Top Gear Rally, we all want something in the Rage Racer/Sega Rally mould. The closest we're going to get is V Rally, but don't expect that 'til next Christmas. Meanwhile everything points to F-Zero X which is rumoured to be coming out in August. In the meantime, we're hoping for a third-party developer to come up with an excellent speedster to make people sit up and take notice. That's certainly not going to happen here...



Aero Gauge's truly awful turbo boost in the flesh. As you can see, you have very little control over your vehicle.



## IT'S A BORE FOUR

Aero Gauge features four futuristic tracks which twist and turn through the various landscapes of Asia such as Canyon Rush, China Town, urban Fukuoka City and Bikini Island. The main gameplay option is Grand Prix (there are also One Match Practice, Time Attack and Vs modes) which forces you into a gruelling two lap qualifier to determine your starting position on the grid. Once you've qualified, you must endure another three laps against seven other racers.



BY: ASCII

PRICE: £59.99

TELEPHONE: 01923 202 097

RELEASE: MAY 1998

GAME TYPE:	RACING	CART SIZE:	64 MEG
NO. OF PLAYERS:	1-2 PLAYERS	BATTERY BACK-UP:	NO
MULTI-PLAYER MODES:	2 PLAYER	MEMORY PAK:	SAVE RACE TIMES



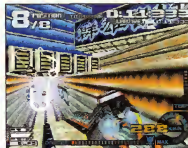
The easiest track is Canyon Rush. It's wide with few sharp turns.



Take a pleasure cruise around the picturesque Bikini Island.



The third track takes us to China Town. Watch for the sharp corners.



The final circuit twists though Fukuoka City. Thank God It's over!



To make the race even more exciting (which isn't difficult), some courses include overhead obstacles which must be avoided.

## OFF TO A FLYER

As with most racing games, Aero Gauge allows you to get one over your opponents by using a speed start. Let's see how it compares to its closest rivals...

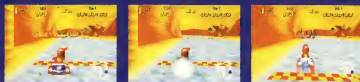


### AERO GAUGE

**Activate:** Hold A and B as Ready appears, then release on Go.

**Ease:** As long as you can release the A button, it's a doddle.

**Vroom factor:** ☼☼



### DIDDY KONG RACING

**Activate:** Start accelerating as Ready begins to clear from the screen.

**Ease:** Press too early and you only gain a secondary speed boost.

**Vroom factor:** ☼☼☼☼



### MARIO KART 64

**Activate:** Accelerate the moment the second light goes out.

**Ease:** If the light's off, you can't fail.

**Vroom factor:** ☼☼☼☼☼



### EXTREME G

**Activate:** Rev your bike at 3/4 power before going flat out on Go.

**Ease:** Trying to keep the revs up can take time to master.

**Vroom factor:** ☼☼☼☼

## POLE POSITION

With no wheels clinging to the track, you have the freedom to move up and down. You won't have to worry too much about positioning, but you'll have to duck under the occasional overhead bridge. When in the tunnels, a speed boost can be activated by clinging to the chevrons. Although you'll automatically steer through the shaft, it's still possible to control your vehicle and keep it clinging to the arrows.

## FLIGHT OF FANTASY

The five vehicles on offer (known as Aeromachines) have been designed to glide above the race surface. Each is rated in six categories. As well as the usual acceleration, speed and steering, they're also evaluated on Aero Limit (speed enabling flight), shields and stability when clinging to walls. Naturally, each racer has its strengths and weaknesses, although we found they were all very similar...



## MULTI MADNESS

If nothing else, the multi-player must be good. Wrong! The CPU-controlled vehicles are removed, leaving a one-on-one situation which is incredibly dull. At least you can select all the tracks, but that's small reward. I doubt many of you would be foolish enough to buy this, let alone invite a mate round to play.

An exciting end to a boring race.

## COMMENT

What a nightmare! Aero Gauge could've been the perfect title to keep us happy while we wait for F-Zero X. Instead, we're subjected to an exercise in how not to develop a racing game. For a start there are only four tracks and a handful of vehicles. Add to this the ridiculous turbo system which must be used to win, and you end up with a game which'll leave you pulling your hair out. It has all the markings of a title designed to exploit the lack of N64 racing games, with the assumption people are desperate enough to buy a sub-standard product. Stay away from this at all costs. You'll have more fun watching paint dry.

**SHAUN WHITE**

## BREAKDOWN

STRATEGY  
ACTION  
CHALLENGE  
REFLEXES  
ORIGINALITY

1 2 3 4 5 INTEREST

1	2	3	4	5	INTEREST	1	2	3	4	5
					HOUR					
					DAY					
					WEEK					
					MONTH					
					YEAR					

## GRAPHICS

**65**

The graphics are okay, but nothing spectacular. Usually we're subjected to fogging or pop-up. Aero Gauge gives you both in one game!

## SOUND

**52**

The music's repetitive and annoying, and the vehicles sound like vacuum cleaners. The Super NES produced better sound effects.

## PLAYABILITY

**55**

The speed's adequate, but it won't make you sit up and take notice. Edge of your seat stuff it certainly isn't. It's far too laid back.

## LASTABILITY

**45**

Four tracks! Only four 'bloomer' tracks to keep you going! Well, if you master the turbo, you should get at least three hours out of it...

## OVERALL

With so many racing games already on the market, it's puzzling why a software company would release this pile of rubbish. Ignore it.

**51%**

# JAMES BOND 007

Jealous of your best mate being able to play Goldeneye 007 on his Nintendo 64? Well, chill baby, 'cos this Game Boy Bond outing is for your eyes only...

Things are looking up for Game Boy-owning adventure fans. A couple of months back we had Konami's Mystical Ninja, and this month's Zelda lookalike is a corking spy adventure starring Britain's top secret agent. As befits the character, we're looking at tons of gun-toting mayhem and spy-vs-spy punch-ups. Will Bond save the day again? Quite possibly...



Come on, Bond, kick him in the head.

## LICENSED TO KILL

Bond, being the kind of guy he is, gets into plenty of punch-ups – but that's not as good as being properly toolled up. Search carefully and you can find powerful weapons, ranging from the tame service revolver and machete to the lethal missile launcher and a spanking-brilliant laser watch.



## GIVE US A CLUE

Occasionally Bond will need to put his guns aside and shove his brain into gear to progress. As you walk around you need to quiz the locals for information and track down objects that'll help you in your quest. Say the right things to the right people and you'll be well on your way to finding poor old 008 and thwarting the plans of those dastardly smugglers.



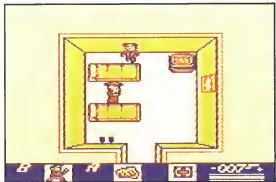
BY: NINTENDO

PRICE: TBA

TELEPHONE: 01703 653 377

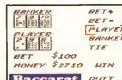
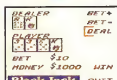
RELEASE: TBA

GAME TYPE:	ACTION/ADVENTURE	CART SIZE:	4 MEG
NO. OF PLAYERS:	1 PLAYER	BATTERY BACK-UP:	YES
MULTI-PLAYER MODES:	NONE	MEMORY PAK:	N/A



## THE GAME'S BOND, JAMES BOND

All contact has been lost with Agent 008, who was sent to infiltrate a gang of arms smugglers, and Bond has been dispatched clear up the mess. It's a mission that'll take him around the world, solving puzzles, chinning bad guys and gambling with tax-payers' money at the Baccarat table. Life doesn't get any better than this!



"Now Mr. Bond, let me explain my entire evil plan to you while you're strapped to a death machine that doesn't really work..."

## COMMENT

Remember Legend of Zelda: Link's Awakening? Well James Bond 007 isn't quite as big, but it plays just like it. It brings Bond to life with smooth graphics and a good combination of action and adventure. Once you pick this up you'll be playing it constantly, which means most people will finish it in a matter of days. It's still well worth picking up, though.

TIM STREET

## OVERALL

Our greatest movie hero has been turned into an entertaining Game Boy title. It's just a shame it's a bit too easy...

# 85%







Next month Club Mario will look very different. It'll be packed full of great interactive ideas and will offer you the perfect platform to have your say. As always, the topics will be varied and there'll be even more ways to get involved. The address for all your correspondence is: Club Mario, Official Nintendo Magazine, 37-39 Millharbour, Isle of Dogs, London, E14 9TZ. Don't forget, you can e-mail us at [clubmario@ecm.emap.com](mailto:clubmario@ecm.emap.com).

## PRIZES

Thanks to our friends at Datel, each letter printed will receive a free 1 Meg Nintendo 64 Memory Card, while Spice Games win a ShockWave force feedback unit. Pics win a free Datel T-Shirt.



Send all your letters and drawings to:  
**Club Mario,**  
Nintendo Magazine,  
EMAP Images,  
37-39 Millharbour,  
Isle of Dogs,  
London E14 9TZ.

## WE HAVE A WINNER

Dear Club Mario, What are the odds of winning a competition in the Official Nintendo Magazine? I have entered at least 50 copies, and what have I won? Nothing! I've lost £10 in stamps and with that I could have bought a Rumble Pak or a decent Memory Pak. Can't Nintendo run competitions which are freepost, or give more prizes away so we can have a better chance of winning? Sandip Sekhon, Isleworth, Middlesex.

**(ONM)** It's the luck of the draw. As you can imagine, we receive stacks and stacks of post every month, so your chances are slim — but not impossible. Hopefully, you'll win one day, but for now have a Memory Pak, courtesy of ONM and Datel.

## CAN YOU SEE THE STARS, FERNANDO?

Dear Club Mario, Have you heard of a game called The Fernando Brothers? It's identical to Super Mario 64, and you even control a character who looks like Mario. The only changes are that he wears different coloured overalls, and you now have to collect 400 stars. The game is on PlayStation, Saturn, CD Rom and N64. The Goombas are also included and they even have moustaches. If you want to see the game, it's in the latest issue of C+VG. Adam Spencer, Hitchin, Herts

**(ONM)** Unfortunately, you've fallen for C+VG's April Fool. Don't worry, you weren't the only one to mistake The Fernando Brothers for a real game. Make sure you don't fall for it again in another 12 months.

## THE ULTIMATE WARRIOR

Over the years we've seen many superheroes. But if you could combine their strengths, who would make the Ultimate Warrior? Here's the ONM entry, but let's see if you can do better. Send in your entries to the usual address.

### HEAD: Mario

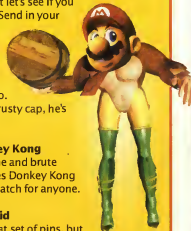
You'd be a fool to ignore Mario. And with his trusty cap, he's even stronger.

### BODY: Donkey Kong

His beefy frame and brute strength makes Donkey Kong more than a match for anyone.

### LEGS: B Orchid

Not only a great set of pins, but lethal as well. Who could ever forget her Flik Flak? Awesome!



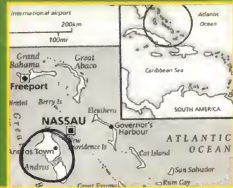
## SHOW SOME RESPECT

Dear Club Mario, I'm a proud owner of almost all Nintendo consoles (including the almighty N64), but it upsets me to see that you have no respect for other companies other than Nintendo itself. I'm not a PlayStation or Saturn fan, but in Mario's Hammer Time you just take the mickey. Companies take time making these accessories, and all you do is smash them. You may think I'm making a big fuss over a little thing, but that ain't the point. I wouldn't like it if a PlayStation game smashed a Nintendo 64, and I'm sure you wouldn't like it either. Gokhan Kurt, Tottenham, London.

**(ONM)** Mario's Hammer Time is just a bit of fun. And judging by the mountain of goodies we've received, most of our readers think so too. Try not to take it so seriously. Video games are supposed to be fun. Let's keep it that way eh.

## WORLD OF NINTENDO

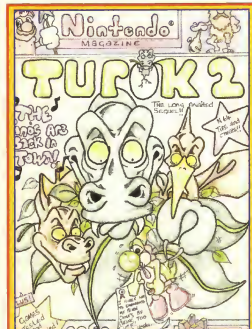
This month's winner spotted a Nintendo villain during his Geography lesson. Amir Adhamy from Devon discovered a remote island in the Bahamas called Andros. While Fox McCloud makes his presence felt in the stars, his arch enemy is working on his tan. Who said video games aren't educational?



## YOU'RE A QUAKE FAKE

Dear Club Mario,  
I find your knowledge of Quake rubbish and totally unacceptable. Firstly, the rocket launcher is by far the best weapon, and the double-barrelled shotgun is a pop-gun. And how the hell are you meant to beat a Shambler with a nailgun — you make me laugh. Also, you didn't include all the characters in last issue's article. You only used the baddies from the shareware version. A Deathknight is a tougher version of a Knight and the Vore is a spider which shoots blobs and takes some beating. There's also a Rotfish — you said the water was a safe place. Think again. Daniel Canetti, Northwood.

**OWN** I find your reading skills rubbish and totally unacceptable. Firstly, we don't



## COVER UP

Reckon you can design a good cover for ONM? Here's your chance to show your artistic skills. Our first cover was drawn by none other than our old friend, Mark Cross, who shows Turok 2 in all its glory. Come on, get your entries in to Club Mario. Next month's cover could be your work of art.

## NAME THAT GAME

(CLUE 5 & 10)

1	2	3	4	5	6	7	8	9
10	11	12	13					

To solve this month's brain-teaser, simply fill the boxes with the first letter or initials of each answer.

- The game which allows you to perform a 1080.
- The flute in Zelda 64.
- Ocean's splash-hit puzzler.
- Rare's platforming extravaganza due for release this summer.
- The company responsible for Mission: Impossible.

- Fox McCloud's arch enemy and an island in the Bahamas.
- Famous for the quote "Hail to the king, baby!"
- This beat-'em-up scored 73% in issue #67.
- Game Boy classic which started the video games revolution.



ABOVE 1080° action from Anthony Carr, Durham.

doubt that the rocket launcher is the best weapon in the game, and if you're good at Quake you can easily remove a Shambler with a nailgun! You make me laugh. Also, we didn't include all the characters because they weren't in the version we received. It clearly mentions that in the article.

## OFF THE MARK

Dear Club Mario,  
I'm not saying you're bad at reviewing games, but why did you give Turok: Dinosaur Hunter 95% and Goldeneye 007 94%? I'm sure you'll agree that after a week, Turok would be banished to the drawer while you'd still be playing Bond after six months. I think Turok is only worth 70%.

Another thing. How come you're always the last to complete games? Most mags had a players guide for Goldeneye and Diddy Kong Racing a couple of weeks before you. Then you continue to print bonus levels in later issues. Robin Sloan, Buckhaven, Fife.

**OWN** You must remember that Turok was a blinding game when it was first released, and well deserved 95%. But as time moves on, we've become stricter with our marking. Otherwise, most games would now be receiving 99%. Secondly, the reason we're occasionally last with our game guides is because we time them to appear along with the game's release. And whenever we discover new tricks, we'll make sure to pass them on in a later issue.

## LETTER OF THE MONTH

### SCORE ON THE DOOR

Dear Club Mario,  
I was round my mate's house and I read his copy of GamesMaster. I saw a review on Yoshi's Story and I was shocked to find that it only scored 79%. The reason for the low score was because the game was too easy. When I had a closer look at the screenshots, I noticed Japanese writing. Obviously, this means they weren't reviewing a PAL cart. They even have the cheek to carpet other mags for not reviewing official releases. Ricky Richards, Islington, London.

**OWN** There are two ways to play Yoshi's Story. One is to simply complete one level from each page and kill Baby Koopa, which doesn't take too long. The other is to find every Water Melon and Special Heart on every stage — which is bloomin' difficult. It does seem strange that GamesMaster failed to mention this, yet it boasts that all its reviewers play every game to within an inch of its life. Obviously not with this one, eh boys?

## PICTURE OF THE MONTH

By Andrew Nicholson, Grimsby.



Thanks to Acclaim, both Letter and Picture Of The Month win a copy of...







## READER SPICE GAME

GAME TYPE 3D Adventure

NO. OF PLAYERS One player

**SCENE SETTER** Claypots has gone completely insane, and he's taken over the ONM office. Even worse, he's stolen Super Mario 64 2 and he'll only return it if the staff agree to become his slaves.

**WHAT YOU DO** Control Seal or any member of staff and walk around 3D levels, killing huge monsters which have been created by the boy Simon.

● Thanks to Lee Daly who's the lucky winner of a Data! ShockWave force feedback unit. Send your Spice Games to the usual Official Nintendo Magazine address.



## ONM THE GAME

**BEST BIT** Blowing off Simon's head and killing him forever.

**JUST IMAGINE** Walking around the ONM office and finding Nintendo machines such as the N64, Super NES and Game Boy. Once found, you can play the likes of Goldeneye 007, Diddy Kong Racing and Super Mario World as bonus games.

**LIKELIHOOD** Although we think this is by far the best idea I've seen yet, I doubt it'll ever see the light of day. What a shame!

## U-REVIEW

Blimey, another new feature. Yes Nintendooids, we're giving you the chance to write a review and win a top N64 game. All we need is for you to pick an N64 game, good or bad, and follow the review guide. Once written, send it in to the usual address along with a photograph of yourself. It couldn't be easier.

**READER'S NAME:** Yours, obviously  
**GAME NAME:** Tip: It's on the cartridge  
**BEST BIT:** Around 60 words  
**WORST BIT:** Around 60 words  
**GRAPHICS:** (comment and score)  
**OVERALL:** (comment and score)

## FI-FANTASIC

Dear Club Mario,  
 After seeing the score you gave FIFA 64, I had to write to you. FIFA 64 was the first game I bought, and I thought it was brilliant. After seeing games such as Goldeneye 007 and Super Mario 64, I knew EA would struggle to surprise me. I hate football, but my younger brother wanted it. I was simply blown away — it was excellent. When I saw your score for ISS64 I bought a copy only to find it a huge disappointment. It was so bad I threw it in the bin after a couple of minutes. I think you should eat your words because FIFA 64's gameplay is great. Please give it a higher mark.  
 Mark James, Cork, Eire.

## MARIO'S HAMMER TIME

Over the past few months we've smashed a Mega Drive, a 32X, a GreyStation pad and a light gun. Now we've a Mega Drive controller, courtesy of Mr T Lai from Bromley. He hasn't used it for ages, so without further ado, let's put it under Mario's Hammer.



## SEA-MAIL

I am the bearer of bad tidings. After five years I'm leaving the Official Nintendo Magazine. Naturally, I've received lots of offers from the magazine's competitors, but I've decided to go to Hollywood to star in a blockbuster movie. I thought maybe Navy Seals 2, or Disney's follow-up to Flubber, entitled Blubber! Thanks for all your letters over the years, and I hope you continue to enjoy the mag. So long my little codlets and thanks for the memories.

## GONE AND FORGOTTEN

Dear Seal,  
 I heard a rumour that you were leaving ONM and I thought it only fitting to say thanks for all you've done for the magazine. Sure, you smell like a sewer and your taste in women is awful, but you brought lots of happiness to many readers. That said, I trust you'll leave the office as you found it, and drop off your key at reception. Now go on, clear off. You're nothing but a hefty tub of lard who should've been put down years ago.  
 Mr S Clays, North London.



**ABOVE** Goodbye Seal from Martyn Gowen.

**SEAL** Okay Claysie, you win. I'm going, but I'll be back. I have too many little hallibuts on my side, and they won't stop until I'm in charge of the magazine. You ain't heard the last of me. You can be sure of that!

## MARIO'S HIT LIST!!

A slight change from previous issues. Here's our hit list of topics for next month's magazine, and the prize you'll win if your entry is included. You can write in on any Nintendo subject, and there'll be lots of giveaways for any printed article. Good luck!

- A PlayStation for Mario's Hammer Time (five N64 games).
- Your ONM covers. (one N64 game)
- Who would make the Ultimate Warrior? (one game)
- U-Review. Your game reviews for any N64 release. Don't forget your photo. (one game)
- International Superstar Soccer '98 Vs World Cup '98. Which will win? (Rumble Pak and Memory Pak)

# 3

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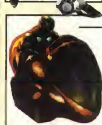
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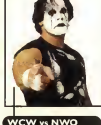
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**A**fter Seta's lame *St. Andrews Golf*, the *Masters of the Super NES* classic, *Pebble Beach*, are attempting to score a birdie with their debut N64 ball-whacking title. *Golf* claps all round for *Masters '98*.

For some strange reason, golf games haven't fared too well since developers stepped up from 16-bit. One of the main reasons is that, unlike the graphics which have come on in leaps 'n' bounds, the gameplay hasn't taken a step forward. Even the PlayStation titles have suffered the same fate: excellent graphics, average gameplay. Now, a good year since the N64's launch, its second golf game has finally been released. But it's a case of same old, same old...

# MASTERS '98



## IN FULL FLIGHT

One of the most impressive aspects (and there aren't too many) is the switch in camera angles as you play your shot. Before striking the ball you view the shot from behind the player. As soon as you make contact the angle changes, allowing you to view the ball coming towards you. The further the ball travels, the more the camera changes. There's even an option which gives you a bird's eye view of each hole.



BY:  
**T&E SOFT**

PRICE:  
**SEE IMPORTER**

TELEPHONE:  
**NOT APPLICABLE**

RELEASE:  
**OUT NOW (JAPAN)**

GAME TYPE:	SPORTS SIM	CART SIZE:	64 MEG
NO. OF PLAYERS:	1-4 PLAYERS	BATTERY BACK-UP:	YES
MULTI-PLAYER MODES:	SINGLE ROUND	MEMORY PAK:	SAVE PROGRESS



## HOLE IN ONE

The biggest drawback with *Masters '98* is that you're limited to just one course - Augusta. Although there are more than enough pitfalls, it doesn't take too long before you've learned the course. The only excitement you're likely to see is teeing off when it's raining.





## DRIVE UP THE FAIRWAY

The power gauge is similar to every next-gen golf game. A power ring appears around the player and you must press the B button twice to strike the ball. The first press sets the power, and the second determines the accuracy of the shot. The red section of the ring allows you to gain longer distances, but it's harder to time.



A drive along the fairway – but the shot's already lined up for you.



Come on, golf's just a glorified bat 'n' ball game, isn't it...?



## TRICK UP YOUR SLEEVE

One aspect of golf which can make or break your round is your ability to play shots on or around the green. Rather than double-tapping the controller to hit the ball a few yards, you have the option to play either chip or running shots. By altering the position you strike the ball, you can hit underneath to stop it dead, or clip the top to make it roll further.

## STEP UP TO THE TEE

Although you're subjected to the same 18 holes, there are four gameplay modes to choose from, along with a training programme which allows you to improve your game.



### SINGLE ROUND

Simply grab your clubs and enjoy a casual stroll through one of the most challenging courses on the US PGA Tour. None of the pressure of competing.

### MATCH PLAY

The number of shots played per hole now has secondary importance. You must play fewer shots than your opponent to win each hole.



### STROKE PLAY

Play up to a maximum of four friends in a one round match. A single mistake could mean it's too late to get to get back in the running to win.

### MASTERS

You're up against the big boys now. Compete in up to three rounds, beat the cut then head out again to aim for the top of the leader board.



Painfully close – but it's still going to cost you a shot.



"Where's PGA Tour Golf when you need it?"

### SHAUN WHITE

It's only the second golf game on the N64 but, if this is the best developers can come up with, they should leave the sport alone. Okay, it's better

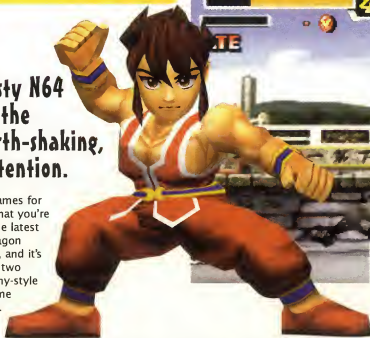
than St Andrews, but it's still not reaching the standards set by other N64 sporting titles. You don't have to put any effort into playing Masters '98. Each shot is virtually lined-up, and all you have to do is set the power. What it needs is for

someone to develop a new approach. Get rid of all the 16-bit methods and start again. Golf games were highly playable on the Super NES. On the N64, they're just plain dull. Where's PGA Tour Golf when you need it...?



**E**ven with *Fighters Destiny* on release, we're still short on tasty N64 fighting action. Enter the *Flying Dragon*; not Earth-shaking, but worthy of your attention.

Who can turn down the offer of two games for the price of one? Well, that's kind of what you're getting with *Flying Dragon Twin*. It's the latest instalment of Culture Brain's *Flying Dragon* series (a big hit with Neo-Geo owners), and it's the first to use 3D graphics. There are two game modes, a realistic *Fighters Destiny*-style version and a simpler, more varied game which can be played like an adventure. Sounds good? It almost is... Almost.



# FIST OF THE FLYING DRAGON



The Super Defence blocks an attack and turns its energy against your opponent.



Play well and you'll be able to pull one of these devastating special moves.



The glowing pink spots are damage points. Attack there to inflict extra pain.

## VIRTUAL FIGHTER

If you want arcade-style fighting, Virtual Mode is the option to try. Here you get a selection of eight lean and mean fighter heroes who can take part in a tournament or fight against human-controlled opponents. Bar one, the characters here are different to the ones in the SD game and have a more realistic fighting style. What's disappointing is that, compared to the Super Deformed game, the graphics are quite bland and the characters and backdrops are a bit unimaginative.



**BY: CULTURE BRAIN**  
**PRICE: SEE IMPORTER**  
**TELEPHONE: NOT APPLICABLE**  
**RELEASE: OUT NOW (JAPAN)**

GAME TYPE:	BEAT-'EM-UP	CART SIZE:	64 MEG
NO. OF PLAYERS:	1-8	BATTERY BACK-UP:	NO
MULTI-PLAYER MODES:	VS, TEAM BATTLE	MEMORY PAK:	SAVE TREASURE



**ABOVE** Hit the Z-Trigger to sneakily sidestep around your opponent.

## INTER-DIMENSIONAL FIGHTING

Pick the Virtual Mode and you get the option of playing in 2D or 3D. Strange? Not really. In 2D mode you can only move from side to side, and the action only 'swivels' if you're knocked, kicked or thrown into or out of the screen. Play the 3D mode, though, and you can avoid blows by clicking the Z-Trigger to dodge in or out.



The character design in Super Deformed mode is much more Manga-cartoony.



The only character that appears in both Virtual and SD mode is Hiryu.



Sometimes characters return in extra-hard metal form in the next round.



The characters aren't as realistic, but they look better in SD Mode.

## OH, SD IT!

All Jap-aware players out there will be familiar with 'SD'. It stands for Super Deformed, and refers to a style that makes characters cuter by 'squashing' them. In Flying Dragon's SD mode the characters all look like kids, with large heads and small bodies, but their range of moves is comparable to the 'Virtual' characters. However, the controls are simplified so you can rely on using the 'Special' button (Down-C) for just about all the moves you need.

## DEFORMED ADVENTURES

The Super Deformed (SD) game is a series of one-on-one tournaments, but there's a twist. If you inflict a sound thrashing on your opponent you win treasure in the form of leather jackets that deflect damage, amulets that increase your attack power, or scrolls that give you new moves. There are around 200 different items in total. The only problem is that you have to go through lots of tournaments before you win anything — or before you meet any substantial opposition.



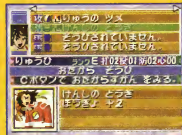
Coming first earns you cash and prizes to tool up with, so you're better prepared for the next vicious level.



Beat people up! Win big prizes! Impress girls!



You can also buy weapons with your prize money.



Working out the treasure menu screen is a problem...



See if you can get the secret move, 'Wax On, Wax Off'.

## LOOKING AFTER DOJO

Like most modern fighting games, Flying Dragon has a training mode where you can learn your character's moves and combos by fighting a comatose computer player. Unless you can decipher the manual this should be your first port of call in both the Virtual and SD games as it takes you through all the basic and advanced attacks by showing you the button sequences to repeat.



**mediocre.** Once you get through the initial tournaments, the SD Mode proves to be the more interesting game because it looks better and the Treasure Game is fun — but even with a translated manual, the menus and tables

made the game unfathomable. Natsume is releasing an American version shortly, and if you MUST have this game I'd recommend you wait for that. But you'd be better off with **Fighters Destiny** — it's still King of N64 beat-'em-ups.

**N64 VIEW**

"...you'd be better off with **Fighters Destiny**."

**PAUL GLANCEY**

I would've enjoyed Flying Dragon more if I could have understood the best bits! The Virtual Mode is easy enough to manage, but the action is



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